



Class: Yellow/Green

Term: Spring

Year: 2018



### Communication & Language:

- Making requests
- Asking and answering questions
- Describing pictures.
- Telling stories – using toys.
- Making sounds with our voices.

### Personal, Social & Emotional Development:

- Social skills, being polite, sharing and turn taking. Learning how to resolve arguments and negotiate.
- Using equipment safely.
- Trying new foods.
- Using the toilet and hand washing
- Dressing ourselves

### British Values

- Sharing
- Turn taking
- Using Please and Thank-you
- Sharing views and listening to others

### Mathematics

- Number rhymes to 100
- Temperature
- Size – big, small, bigger, smaller, biggest, smallest
- Pattern – Matching colours, sequencing patterns, making repeating patterns.
- Positional language – next to, under, on, in, behind, in front.
- Capacity – Learning words full, empty, half full, nearly.
- Shapes – Triangle, square, circle, rectangle. Cone, cube, cylinder, sphere, cuboid. Describing shapes
- Days of the week. Months of the year. Seasons
- Time- routines/ o clocks/ half past



## Toys and minibeasts

### Literacy

- Writing lists
- Names
- Ordering stories
- Writing stories/ events
- Phonics
- News
- Handwriting
- Reading/ listening to big books

### Expressive Arts & Design

- Exploring sounds
- Imaginative play
- Sensory exploration
- Music and movement
- Modelling and paint

### Understanding the World

- Electricity
- Forces
- Places in the local area
- Recent past events
- Toys in the past
- Cause and effect/ toys and machines/ finding out

### Physical Development:

- Fine motor skills – holding writing tools correctly and scissors
- Threading, posting, and using pegs and tweezers.
- Space hoppers and tunnels

### Music

- Singing Nursery rhymes and songs.
- Exploring and naming instruments.
- Action rhymes

### Outdoor Learning

- Looking at changes in Spring
- Looking for animals
- Riding tricycles outside.
- Using the climbing equipment
- Throwing and catching
- Making kites

### PE

- Games
- Ball skills