

Squirrel's



English

As communicators we will:

- Talk to each other and take turns
- Listen to each others opinions
- Say how we feel and why

As readers we will:

- Read story books
- Read instructions and rules for games

As writers we will:

- Write toy lists and labels
- Write my name and other important words to me

Design Technology, Art and Music

As design technologists, artists and musicians we will:

- Paint pictures of our toys
- Make gingerbread people
- Make finger puppets
- Garden designs
- Learn new songs

Computing

- Bug Club
- Word processing skills
- Discover toys from the past

Snack Time

We will:

- Develop language, communication and social skills
- Take turns
- Share the jobs and the food
- Work together as a team

Toys Spring 1

Outdoor Learning and Visits

- Treasure Hunt in the woods
- Gardening
- Outdoor games day

Social and Emotional Development

We will learn how to:

- Take turns and work together
- Know that we can have similar and different opinions
- Make the classroom safe for everyone
- Celebrate success

Maths

As mathematicians we will:

- Use the calendar
- Use money in our role play Toy Shop
- Count, estimate and measure when we make snack
- Count forwards and backwards when playing board games
- Recognise the spots on a dice

The Six Principles of Nurture are drivers which inform planning:

- Children's learning is understood developmentally
- The classroom offers a safe base
- The importance of nurture for the development of well-being
- Language is a vital means of communication
- All behaviour is communication
- The importance of transition in children's lives

At home together you could:

- Play board games as a family
- Share and take turns with new toys
- Ask your child to sort coins and have some money to spend, working out what coins they will need