STICK MAN.

This term our topics will

be

Winter Wonderland – birds
In the winter and animals in
cold lands
Chinese New Year
Friends in the Community



This term we will be reading:

- Stickman
- Charlie the Fire Fighter
- The Little Red Hen
- I love Chinese New Year
- Mr Wolf's Pancakes



Communication and Language

- Play with words and funny rhymes.
- Participate in familiar stories and join in with familiar phrases.
- Add words such as 'and' to include detail and extend.
- Refine and define specialist vocabulary for the term

Physical Development

- Weave, thread and tie
- Use small hammers accurately.
- Recognise body changes during exercise
- Carry and control small equipment
- Travel across simple obstacle courses

Personal, Social and Emotional Development

- Give reasons for rules and boundaries in the setting.
- Work in a small group to play turn taking games.
- To solve problems using our words.
- Make healthy snacks

Mathematics

- Count forwards and back within 20.
- Compare length and height.
- Composition of 6,7 and 8.
- Partitioning and recombining.
- Subitise to 5.
- Narrate the pattern of a week, using today, tomorrow and yesterday.
- Design with 2d shapes and make 2d shapes out of other 2d shapes.

Literacy

- Recall key elements of books they have read.
- Express preferences for books.
- Learn word play rhymes and more complex nursery rhymes.
 - RWI set 1 and 2 sounds.
- Read simple regular captions and sentences.
- Write simple sentences with words including diagraphs.

Understanding the World

- Describe changes to trees and woodland plants in the Winter.
- Describe and explain the changes of state with water.
- Name locality features on a simple route.
- Describe and act out traditions for Chinese New Year.
- St George's Day
- Name special buildings in our community and explain their function, through roleplay and small world.

Expressive Arts and Design

- Create new colours by layering and overlapping green, blue and white.
- Twist, wrap and weave with pressure and precision.
- Narrating choices about colour and texture.
- Draw familiar landmarks from memory.
- Re tell episodes from a story from role or small world play.
- Imitate more complex rhythm patterns with tapping instruments.