Year Group: Year R

Time Allocation: 10

weeks



## **Communication and Language**

- to maintain attention
- to concentrate and sit quietly
- to follow instructions and directions
- to talk with others, sticking to a main theme and linking statements

#### **Physical development**

- Manages their own toileting needs
- Dresses with help
- Shows understanding of the need for safety when tackling
- Tries new challenges, and considers and manages some risks
- to sit still appropriately during carpet times
- to draw lines and circles using gross motor anticlockwise movement
- to use scissors to snip
- to catch a large ball

## Personal, Social and Emotional Development

- to get to know each other.
- to understand the school/class rules and be aware of boundaries set
- to be aware of own feelings and know that some actions and words can hurt others feelings.
- to adapt our behaviour to different events

### We will be learning ...

#### Owl Babies



# Hook /Trips /Workshop/ Visitor

- East Sussex Falconry Visit
  - Harvest Assembly

### **Outcome**

Children will become confident in their new setting and will happily participate in school life.

**Date: Autumn term** 

Teacher: Miss Betterton, Mrs King, Mrs Cook

#### **Literacy**

- to hold a book the correct way
- to join in with repeated refrains
- to gives meaning to marks
- to hear and say the initial sounds in words.
- to know that print carries meaning
- to use vocabulary and forms of speech influenced by books.

# **Mathematics**

- to talk about and explain patterns
- to say number names in order
- to count up to 10 objects
- to count actions and things which can not be touched
- to estimate a number of objects
- to represent amounts in own way
- to count a given number from a larger group
- to recognise numerals 1-10

## **Understanding the World**

- to know the features of birds
- to make observations of animals
- to remember and talk about significant events in their own experience
- to explore ICT in the classroom environment.
- Use toys with remote controls, buttons and switches.

## **Expressive Arts and Design**

- to form simple images
- to add details for effect
- to use voices expressively and creatively
- to manipulate materials to get a desired effect