Personal Social & **Emotional Development**

- Begin to talk about and name emotions
- Be able to follow ٠ expectations of the classroom
- To share and take turns
- To notice and ask guestions about similarities and differences
- Introduce 'zones of regulation' and the toolkit
- Develop a sense of ٠ membership of the class

Understanding the World

- Begin to make connections between their families and the families of others
- Notice similarities and differences between people and families
- To show an interest in different occupations
- To talk about themselves and their interests
- Visit from people in our community who help us
- To begin to develop an understanding of the seasons and how plants and trees change

Communication, Language and Literacy

- Speaking and Listening talking about themselves, likes and dislikes
- Share shoe boxes from the summer
- Writing their names
- Listening to stories and understand what is happening
- Children follow instructions, including those with 2 ٠ steps
- Use talk to clarify their thinking and ideas. ٠
- Children to ask how and why questions to deepen their understanding
- Begin to learn to read and write simple words .

Marvellous Me!

Term 1

Physical Development

- Develop control in large movements such as running, jumping, hopping
- Develop pen control through mark making
- Learn to put on and fasten coats independently
- Use different tools such as scissors, playdough equipment and mark making tools





Mathematics

- Use number names in order
- Say one number name for each object counted
- Compare amounts eg the same, lots, more
- Recognise some numerals
- Compare heights
- Match numerals and amounts
- Begin to recognise groups of 2 and 3 without counting them





Creative Development

- Take part in action songs
- Sing some familiar nursery rhymes
- Explore different materials and join them together to make pictures and models
- Draw with increasing control and imagination
- Take part in role play
- Negotiate play with other children
- Use dialogue to imagine and create characters and experiences

