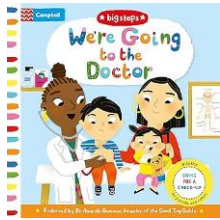


Cygnets Spring 1- People Who Help Us



Communication and Language:

Identify body parts when named by an adult – use songs and games to help.

Uses objects which represent pretend play such as picking up play phone and placing to ear to ring family members. Adult to support by modelling language/conversation.

When a child uses a single words in 'context' – 'cup', 'milk', 'daddy'. Adult to extend children's language by saying e.g. "Yes, you have a cup, you have the blue cup."

Adult to support children in making choices e.g. Choosing between two objects e.g. "Do you want the ball or the car?"

Engage in play with small world objects to support imagination and role-play such as small world animals or tea/picnic set.

Understand simple instructions such as "tidy up", "wash hands" with adult support sometimes with visual clues from the visual timetable.

Share needs/wants and interests with an adult.

Enhancements:

Make a Valentine's day card for someone special

Invite a special person into Nursery for story/rhyme time.

Key Songs and Rhymes - using actions

Head, shoulders, knees and Toes

I wriggle my fingers, I wriggle my toes

Round and round the garden

Key Texts

We're Going to the Doctor

Busy People Vet

Sensory stories – People Who Help Us

Personal, Social and Emotional Development:

Show an interest in what other children are playing with and sometimes join in.

Play with increasing confidence on their own and with other children.

Share feelings and thoughts through making own choices, for example saying 'no' and wanting to carry out their own wishes straight away.

Begin to understand 'yes' and 'no' boundaries.

Begin to share objects with adult support. Start to have an understanding of turn taking.

To build strong relationships with familiar adults and will seek comfort or reassurance if needed.

Play with increasing confidence with a familiar adult.

Physical Development:

Fine Motor

Explore and enjoy experimenting with a range of media through sensory exploration

Notice and be interested in the effects of making movements which leave marks.

Explore empty and filling buckets/jugs to support pouring.

Hold mark making tools with whole hand grip (palmar).

Gross Motor

Independently climb up steps to slide and be able to sit and go down successfully.

Show an interest in resources that can be used for throwing, kicking and catching, attempt to aim at large targets.

Explores new ways of moving, such as squirming, slithering and twisting along the ground like a snake, and moving quickly, slowly or on tiptoe.

