

Communication & Language

- Respond to simple instructions e.g. tidy up time etc.
- Begin to understand why and how questions about Elmer and the stories that are shared
- In the role play area, use talk in pretending that objects stand for something else
- Can recall events from a story

P.S.E.D.

- Build relationships with members of staff and peers
- Demonstrate friendly behaviour.
- Play co-operatively in a group and offer others to join in.
- Separate from carer
- Express own feelings

Expressive Arts & Design

- Join in with singing some favourite nursery rhymes
- Begin to use actions in singing simple rhymes
- Joins jungle duplo together effectively to build and balance
- Begin to be interested in the natural objects in the Investigation area and describe the texture of the objects.
- Explore colour in the painting area.

Literacy

- Singing Nursery rhymes and applying actions
- Sharing stories about Elmer the elephant
- Showing an interest in the books both in the book area and around the environment
- Handling books appropriately and with interest
- Listening to stories with increasing attention
- Begin to recognise their name on peg, tray, water bottle and during self registration
- Giving oral explanations of the marks they make

Jungle/Rhyme/Colour

Understanding the World

- Learn the names of some jungle animals that feature in the Elmer books.
- Describe some jungle animals in simple terms.
- Comment and ask questions about the natural objects in the Investigation Area.
- Comment about and describe observations of natural objects under a microscope.

Mathematics

- Recognition of number 1 - 10
- Counting to 10 in order
- Counting groups of objects
- Making comparisons between quantities
- Organising and categorising objects
- Showing an interest in numbers around the environment.
- Begin to show an awareness of shapes and their names

Physical Development

- Handling kitchen equipment in the role-play area
- Dressing up in role-play area.
- Using the jungle duplo to make simple towers and models.
- Enjoy the sensory experience of exploring objects in the Investigation area.
- Controlling a large ball-football
- Practise gross motor skills in painting area inside and out.
- Hold a pencil or crayon with 3 fingers to make marks using different strokes.