

## Communication & Language

- Join in with repeated refrains in stories and rhymes
- Ask how and why questions when learning about people who help us and the jobs they do
- In the role play area, ask how and why questions about the animals e.g. how is your animal sick?
- Begin to show an understanding of positional

## P.S.E.D.

- Seek out friends to play with, demonstrating friendly behaviour and sharing/turn taking resources
- Play co-operatively in a group and offer others to join in.
- Begin to talk about themselves and others in positive terms
- Offer comfort or help to their friends if they become upset

## Expressive Arts & Design

- Join in with singing some favourite nursery rhymes
- Begin to use actions in singing simple songs about transport
- Build with construction materials involving moving parts
- Construct and paint a simple vehicle using junk modelling techniques
- Explore colour in the painting area.
- Use the small world figures and hospital as a basis to apply their knowledge of jobs that people do

## Literacy

- Singing Nursery rhymes and applying actions
- Sharing stories about people who help us, our community, jobs and transport
- 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 Giving oral explanations of the marks they make
- Using good communication skills to speak to their peers in the vet role play area
- Listening for sounds in the environment and commenting on them.
- Differentiating between the sounds that they hear

# People Who Help Us/Transport

## Understanding the World

- Show an interest in different occupations and ways of life
- Talk about the different jobs that people in their close family do
- Ask questions about the jobs that people do and how they work to help people
- Operate a simple ICT programme to draw a picture of an emergency vehicle

## Mathematics

- Recognition of number 1 - 10
- Counting to 10 in order
- Counting groups of objects
- Naming and recognising 2d shapes/ 3d for those who are confident
- Separating a group of objects 2 and 3 ways
- Placing objects into order according to size

## Physical Development

- Handling kitchen equipment in the role-play area
- Putting on white shirts and in the role play Vet's
- Use the mobilo to make models of different types of vehicles
- Practising the skill of balance using beanbags
- Practise gross motor skills in painting area inside and out.
- Painting various vehicles using basic shapes
- Attempting to form some recognisable letters from their name