

All About Me!

Songs and rhymes:

- Head, shoulders, knees and toes
- This is Me!
- Tommy Thumb
- One little finger
- If you're happy...



Letters and Sounds (Phase 1)

- Listening and attention games
- Environmental sound discrimination
- Voice sounds
- Nursery rhymes
- Body Percussion
- Instrumental sounds



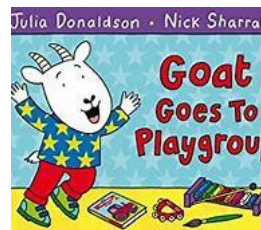
'All About Me' posters

- My family
- Likes and dislikes
- Favourite things, e.g. colour, toy, food
- Hobbies and interests

PSED: SCSA; Communication and Language:
Speaking, Listening and Attention

Ourselves

- Settling in and adjustment to nursery life and routines
- Getting to know each other
- Developing self-confidence and independence skills
- Making friends
- Exploring feelings and emotions



Physical

- Being active
- Developing gross motor skills, e.g. climbing, running, jumping, walking on tiptoe
- Fine motor fun
- Sensory and malleable activities
- Music and movement

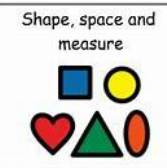
Counting songs and rhymes:



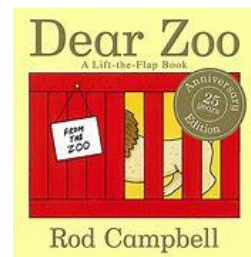
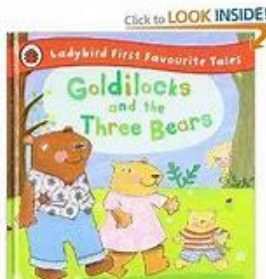
- One, two, fasten my shoe
- 12345...
- Five little monkeys
- Ten in the bed and more...

Practical and play based activities, including use of technology, e.g. Topmarks Maths games

Maths: Numbers and Counting
Shape, space and measures

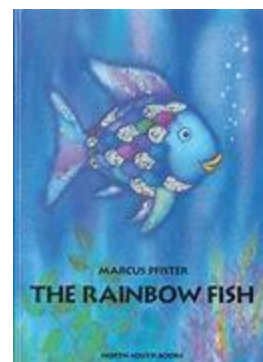
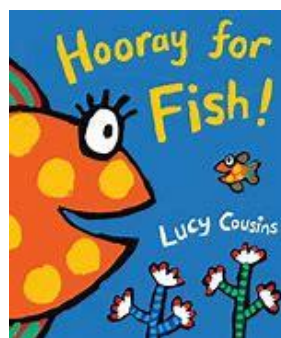


Key texts:



Communication and Language and Reading: links to aspects of vocabulary and speech development, Early reading skills and Phase 1 Phonics

Supporting texts:



PSED related themes: friendship, kindness, sharing
"Everyone is special, unique..."

EAD: Art work connected to this theme and indoor role play and investigative area - Under the sea

Expressive Arts and Design:

- Exploring and experimenting with colour, shape and space
- Using different media, e.g. crayon, paint, foam, glue, chalk, pastel
- Expressing themselves through music, movement, art and design
- Small world and imaginative play contexts

Understanding the World:

- Weather watch
- Seasonal change
- Exploring natural objects
- Outdoor Explorers

Under the sea role play and investigative area, explore different objects, e.g. shells, pebbles and driftwood

