

Maths

Numbers 1-5 and 0

- Finding and representing 1, 2, 3, 4, 5.
- Composition of numbers to 5.
- Adding two amounts.



Reciting numbers to ten

Measure & shape

- Comparing weight and height
- Recognising 3D shapes: sphere, cube, square-based pyramid.

Expressive Art and Design

Music

- Join in singing songs.
- Creates moves in response to music.

Art

- Express themselves using different materials and tools.
- Painting.

- Join different materials and junk modelling.

Construction

- Create with playdough.
- Explore a variety of building materials and construction kits.

Imaginative

- Crossing the road.
- Staying safe in the sun.
- Water safety.



Group Room Summer 1: The Big Picture Safety



Personal, Social & Emotional Development

- Know which parts of the body are private and that they belong to that person.
- Know who to ask for help if they are worried or frightened.
- Know that animals including humans have a life cycle.
- Know that changes happen as we get older.



Physical Development

Gross Motor

- Fundamental skills and games.
- Catching and throwing balls and beanbags.
- To work safely and develop running and stopping.
- To work co-operatively and learn to take turns.

Sports Day.

Fine Motor

- Hand and finger strength and control.
- Hand, eye coordination.
- Write Dance.
- Dough Disco.

Fine Motor Skills Packs.



Understanding the World RE – Derby Agreed Syllabus:

- Who made the world?
- Creation story.

Science (Core vocabulary)

- Properties of materials and objects.
- Hot and cold, rough and smooth, bumpy and flat, soft and hard.



Communication & Language

- Use social phrases.
- Use signs, objects and pictures to communicate their wants and needs.
- Learn listening skills and follow instructions.
- Use new vocabulary throughout the day (core vocabulary).



English:

Phonics:

- To recognise sounds.
- Clap syllables of words.
- To copy sound patterns.
- Listen to rhymes.



Make connections

- To join in with repeating phrases.
- To join in with familiar nursery rhymes.

Summarise.

- To share their favourite stories.

Class books:

Julia Donaldson:

- *The Gruffalo.*
- *Zog and the Flying Doctor.*
- *Stickman.*
- *Tiddler.*
- *Superworm.*



Handwriting:

- To hold a writing implement using a tri-grip.
- To start to mark make using fingers and writing implements.
- To copy mark making patterns.