

Personal, Social and Emotional Development

SEAL– Getting on and falling out -Stories / books about friendships and resolving conflict
Discussing their feelings about Bonfire Night/Halloween.
Accessing resources independently and return once finished.
Teach children 'Steps' for resolving conflicts on their own.
Being flexible to changes in routine i.e during practising for the school play.



Communication and Language

Sharing news and experiences of Halloween/Bonfire Night.
Big Talk - developing confidence in speaking aloud.
Listening to others and speaking in full sentences.
Sentence structure - 3 part sentences –what, who, where?
Giving and following directions.
Following instructions.

Physical Development

Scooping out pumpkin and making a Jack o' lantern.
Hammering golf tee's into a pumpkin/potato or squash.
Sweeping up the Autumn Leaves.
Threading conkers.
Hiding the woodland animal puppets and then creating a new home for the animals in 'After the Storm' using den making equipment.
Making a hedgehog from clay/playdough/plasticine and using matchsticks as prickles
Moving like Woodland animals –
Hedgehogs, squirrels, mice etc.



Literacy

Phonics Bug - Phases 2/3 –writing and reading simple decodable and tricky words.
Writing signs & labels for models.
Stories related to Halloween –Room on the Broom, The big pumpkin, Stories about Woodland animals – Percy the Park keeper, The Gruffalo, Owl Babies etc.
Non-fiction books about Woodland animals.
Introducing Story bags.
Christmas Stories.
Writing a letter to Santa.
Writing Christmas cards.



A walk in the woods!

Understanding of the World

Bonfire Night –Listening to the story of Guy Fawkes, talking about special Bonfire night traditions.
Halloween
Visiting Belton for a walk in the woods.
Autumn investigation Area –talking about changes in autumn time.
Describing a walk in the woods and the habitats for the different animals.
Finding out about 'Nocturnal animals.
Comparing Night and Day
Finding out about how different cultures celebrate Christmas.

Expressive Arts and Design

Firework pictures –Bright colour patterns on black paper.
Bonfire pictures mixing colours red and yellow in the tuff spot with fingers.
Autumn Art –Collage with Autumn leaves, conkers, pinecones etc.
Autumn leaf printing or rubbings –using orange, yellow, red, brown etc.
Creating 'stormy' music with the instruments.
Creating animals noises with the instruments –hedgehogs snuffling in the leaves, owls hooting, snakes hissing, etc.
Gruffalo art work.
Create a hedgehog from clay, playdough etc.
Handprint hedgehog –mixing brown.
Learning songs for the Christmas play.
Role play –adults to model language.
Christmas cards. And crafts.

Mathematics

Counting up to 10/20 objects .
Matching numerals to the number in a set.
Understand zero to describe an empty set. Rehearse counting back from 10 to 0, including in songs, stories and rhymes.
Measures –Length/Height
Using language of longer, shorter and taller.
Using Non-standard measures.
Put three lengths/heights in order.
Begin to describe 3D shapes.
Use 3D shapes to print and make models.
Money - Recognise coins, use money in role play
Time -Use days of the week in context, e.g. story.
Recognise a minute as unit of time.
Count actions carried out in a minute.

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Mrs Addlesee &
Miss Mandefield