

Personal, Social and Emotional Development

Resolutions - identify targets, what I am good at and what I want to get better at.
Developing independence when dressing and undressing for PE
Classroom behaviour - Class charter devised to go alongside behaviour steps
Saying sorry
Developing independence when accessing resources, carrying out tasks and tidying away

Mathematics

Numbers to 20 and beyond
Introduction to money - simple calculations (bakery/ shop role play)
3d shape buildings (naming and describing)
How I travel to school graph
Giving directions - bee bot town
Gingerbread man positional language
Measuring buildings (construction) - use of non-standard and rulers to measure
Orders items by weight - balance scales
Estimating amounts to 10 and beyond
One more and one less problems
Writing numbers and recording calculations

Understanding of the World

Sharing holiday news
Local area walk
Identifying different places within the local town
Chinese New Year (wk6)
Visit from a baker
Baking Gingerbread men and observing changes to ingredients - why and how
3d vehicle/ building minimash activity
Programming bee bot through the town
Design a gingerbread man ICT program

Communication and Language

School role play
Outdoor train/ station role play
Introduction of new class toy - speaking and listening
Weekly focussed show and tell
Baker visit - asking questions

Gingerbread Man - listening to, retelling/ acting out using puppets and props
Gingerbread prepositions activities - following instructions and/or describing

Physical Development

Bakery in playdough area - manipulating and shaping to make bread using hands and tools (salt dough activity)
Scissor skills focus in manipulative area
Movement to accompany the characters from the gingerbread man
Throwing, catching, aiming ball activities
Identify and talks about changes to body before and after exercise
Keeping healthy circle time discussion (sorting foods and activities)

Literacy












My holiday news - writing assessment (wk1)
RWI - Fred talk and speed sounds + weekly letter formation/ pencil grip (cursive)
Introduction to uppercase letters (chant)
Create a name plate/ number plate for vehicle
Writing lists/ captions
The Gingerbread Man story - retelling, sequencing events (puppet theatre)
Ingredients/ recipes when making a gingerbread man
Rhyming string booklets - man, pan, ran
My gingerbread man can...
My Gingerbread story - use of story map/ changing elements to create, retell and write my own story



Expressive Arts and Design

Making a vehicle (junk modelling)
Ribbon journeys and movement to music
Using puppets to retell stories
Design a gingerbread man
Movement to different beats/ instruments
Playdough and tools in bakery
Small world town - creating stories/ narratives in play

Continuous Provision focuses - Spring 1

Writing Area 	Numeracy Area 	Investigation Area	Transient Art	Outdoor Area 
Pencils/ crayons/ felt tips Whiteboards and pens Writing for purpose - lists/ letters/ cards RWI letter formation mats Different coloured paper/sizes/ lined Make a puppet book	 Weekly maths challenge Numbers 0-20 Numicon resources - pattern boards Dice/ dominoes 2d/3d shapes Number lines Balance scales - comparing objects		Winter themed Make a gingerbread man	Signs of - winter (changes) Bikes/ space hoppers (aiming/kicking) Hoops/ bats and balls Throwing and catching Train and station role play Writing boxes
ICT Area 	Construction and Small World Area 	Role Play Area 	Reading Area/ story focus 	Phonics Area
Navigating mini mash Selecting programs Design a Gingerbread man Typing captions Programming bee bot Taking photos	Train track and small world town 3d shape building (small coloured bricks)	Home corner - first hand experiences Cleaning and tidying School Bakery Outdoor train and station	The Gingerbread Man Puppets and retelling Making puppets and writing own stories	Weekly challenge Sound of the week Segmenting picture cards Magnetic letters Obb and bob bins to read and sort real and nonsense words
Sand Area 	Malleable Area 	Music Area	Creative Area 	Water Area
Wet sand Moulds Rakes/ spades vehicles	Bakery - role play Scissors skills focus Gingerbread man sewing craft	Making shakers Writing music Different instruments (exploring how to create differing sounds)	Paints and brushes Scissors/ tools Collage materials/ string Junk modelling (vehicles/ building) Making shakers Painting characters from the gingerbread man	Different containers Pouring/ Filling and emptying Capacity language Making potions