

Maths:

Pattern/ Comparison/classification/group recognition

- Sizes of vehicles
- Number plates
- Pattern on vehicles and uniform
- Length of ladder-comparison
- Shape of vehicles
- Solving and recording number story problems linked to rescues.
- Shapes sorters, pictures
- 10 in the bed, 10 play hide and seek, 10 out of bed story and rhyme
- Clap syllables in name-pattern
- Pattern in art
- One project maths games

Skills-

Notice/copy/extend/create

- Use maths to problem solve.
- Counting 1-10
- Counting 1:1 objects of interest
- Subitizing
- Sorting by shape and colour
- Recording
- Copy and extend a pattern

Global Learning Goals:

- 1. No poverty
- 2. Zero hunger
- 7. Affordable and clean energy
- 8. Decent work and economic growth
- 9. Industry innovation and infrastructure

Communication, Language and Literacy:

- Non-fiction books about the emergency services
- Talk about what things are used for.
- Making up small world stories linked to emergency services
- Asking how and why questions
- Signing emergency services
- TFW- The baby mouse Pie Corbett
- Twinkl phase one phonics
- 10 in the bed- descriptive language
- Clap syllables



Skills-

- Listens to others one to one or in small groups, when conversation interests them.
- Develop understanding of simple concepts
- Extend vocabulary
- How and why questions
- BSL signs
- Develop language through role play
- Join in with story. Begins to understand the structure of story.



Nursery People who help us 10 in the Bed Term: Spring 1

Values-

- **January** Independence
- **February** Not giving up

British Values-

- Understand Mutual Respect (I can be kind and helpful)



Physical Development:

- Creating structures/areas for emergency role play areas.
- Safe lifting of loose parts
- Hospital/doctors, being healthy and staying safe.
- Training/obstacle courses for role play emergency services.
- Feeling their heart beat after exercise. Questioning why do we need to be fit?
- Write for purpose in the role play areas.
- Games (cross the river, parachute)
- Create own collage and props
- Develop fine motor skills through role play mark making opportunities



Skills-

- Carrying, lifting equipment safely. Understand why it is important to be safe.
- Naming parts of the body. What keeps us safe?
- Running, climbing, jumping, balancing own bodies, beanbags and balls.
- Commenting on their own skill development and movement. Begin to comment on others.
- Observe the effect of activities on their bodies.
- Develop good pen grip and confidence to mark make.
- More independence with self-help skills.
- Take turns
- Listen and respond to instructions and rules.
- Develop cutting skills, turning paper to cut curve
- Develop pen grip



Inspirational Days!

Emergency services visit
Visit from lollypop person
Visit old town charity shop

Personal, Social and Emotional Development:

- Feelings linked to emergency services.
- Children identifying their own feelings through art
- Going for goals
- Engagement and perseverance
- Helping others
- Adults to model language used to engage others in their play.
- Road safety- role play crossing the road.
- Independence- Doing something alone. Not giving up- Continuing to persevere and not give up. Link to story 'Ivy the Pteranodon



Skills-

- Shows awareness of their own feelings and knows that some actions and words can hurt others' feelings.
- Demonstrates friendly behaviour forming good relationships with familiar adults and peers.
- Keeps play going by responding to what others are saying or doing.
- Know how to cross the road safely.



Local Links:

- Lolly pop person
- Emergency services visits
- Local charity shop



Expressive Arts and Design:

- Colours used for a purpose
- Drawing/painting vehicles
- Use construction kits to make vehicles, enhance play.
- Small and large role play emergency services.
- Make resources to enhance role play
- Kandinsky- circles and lines. Concentric circles, composition 1V, abstract art. Music as a stimulus
- Make their own instrument using a range of materials.

Skills-

- Identify colours
- Draw identifiable objects
- Plan their designs
- Engages in imaginative role play.
- Make up their own stories around toys.
- Joins materials together
- Remember and sing some songs
- Copy a simple rhythm
- Draw circles and lines to create a picture
- Listen to sound loud/quiet

Nursery People who help us 10 in the Bed Term: Spring 1

Understanding of the World:

- Emergency services resources. How do they work, what do they do? How has their transport changed over time? Focus of changes in the fire service.
- Days of the week, months of the year
- Birthdays as a celebration
- Seasonal changes
- Floating and sinking materials
- Internet safety - who helps us Smarties the penguin
- Torches light and dark. How they work, what they do?



- Chinese new year
- Recording sounds of toys falling out of bed linked to story.
- Explore how people, including those from religious groups, celebrate belonging.
- Bee bot vehicles
- Experiment with things that float and sink, dev linked to life boat



Skills-

- Shows an interest in different occupations and ways of life.
- Know how to operate simple equipment.
- Shows skill in making toys work.
- Talk about what they see
- Explores ways that help us feel like we belong.
- Talk about why things happen and how things work.
- Be aware of how to keep safe on the internet.
- Be aware of similarities and differences that connect and distinguish them from others.
- Similarities and differences between things in the past and now linked to road transport.
- Narratives, characters and figures from the past encountered in books read in class.
- Working a switch
- Understanding the importance of internet safety
- Program a toy
- Taking a photograph

