

Physical Development

Jabadao (gross motor development)

Funky fingers/dough disco/Squiggle (fine motor development)

Drawing self portraits (display)

Self care- snack, washing hands, independence with clothing, toileting

Communication and Language

*Talking Tables

*vocabulary to describe sounds/ simple concepts such as loud and quiet/ stop and go/fast and quiet

*animal sounds (Old Macdonald, Walking Through The Jungle)

Expressive Arts and Design

*learning songs related to sounds

*artwork inspired by Bonfire Night (colour/shape)

*playing and exploring instruments (real and outdoor percussion)

*Repeated patterns with coloured bells- making rhythms

*Dancing and moving to music

Literacy

*T4W- Music Man

* Phase 1 phonics- environmental sounds

What's Inside the Socks?

Sound Walk

Listening bottles- matching CD listening games

Instrumental Sounds

Exploring instruments (sorting-shakers, tappers, scrappers)

Playing in different ways- loud, quiet, quickly, slowly

Making shakers

Books- Peace At Last, Goodnight Owl, Walking Through The Jungle, Old Macdonald

Personal, Social and Emotional Development

*making relationships- learning names

*Learning rules and routines

* opportunities to share

*developing independence- coats, shoes, socks, snack

*Bonfire Night- Talking about own experiences/ family traditions

Understanding The World

*Sensory experiences of the changing environment (autumn)

*Bonfire Night- Talking about own experiences/ family traditions

*making friends and building relationships

*ICT- recording sounds/ using a CD player

Roary's 3 Big Bang- sounds Autumn Term

Maths- Shape, Space and Measure

Using shapes to make fireworks

Maths- Number

*Number rhymes and songs

*daily counting to 10

*Counting sounds