

## Physical Development

Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.

Draws lines and circles using gross motor movements.

- Holds pencil between thumb and two fingers, no longer using whole-hand grasp.
- Can kick a large ball.

## Communication and Language

- Can retell a simple past event in correct order (e.g. went down slide, hurt finger).
- Uses talk to connect ideas, explain what is happening and anticipate what might happen next, recall and relive past experiences.
- Uses vocabulary focused on objects and people that are of particular importance to them.
- Builds up vocabulary that reflects the breadth of their experiences.
- Uses talk in pretending that objects stand for something else in play

## Literacy

- Listens to and joins in with stories and poems, one-to-one and also in small groups.
  - Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories.
  - Suggests how the story might end.
  - Listens to stories with increasing attention and recall.
  - Looks at books independently.
  - Handles books carefully.
  - Knows information can be relayed in the form of print.
  - Holds books the correct way up and turns pages.
  - Knows that print carries meaning
- Sometimes gives meaning to marks as they draw and paint.
- Ascribes meanings to marks that they see in different places

## Personal, Social and Emotional Development

- Can select and use activities and resources with help.
  - Enjoys responsibility of carrying out small tasks.
  - Is more outgoing towards unfamiliar people and more confident in new social situations.
- Can play in a group, extending and elaborating play ideas,
- Initiates play, offering cues to peers to join them.

## Understanding the World

- Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world.
  - Can talk about some of the things they have observed such as plants, animals, natural and found objects.
  - Shows care and concern for living things and the environment.
- Knows how to operate simple equipment,
- Shows an interest in technological toys.
  - Knows that information can be retrieved from computers

## Mathematics: Numbers

- Recites numbers in order to 10.
- Knows that numbers identify how many objects are in a set.
- Beginning to represent numbers using fingers, marks on paper or pictures.
- Sometimes matches numeral and quantity correctly.
- Compares two groups of objects, saying when they have the same number.
- Shows an interest in representing numbers.

## **Big Roary's (Nursery)**

Autumn Term 2016  
Time Detectives  
(Dinosaurs)  
Curriculum Links

## Mathematics: Shape, Space and Measure

- Shows an interest in shape and space by playing with shapes or making arrangements with objects.
- Shows awareness of similarities of shapes in the environment.
- Shows interest in shape by sustained construction activity or by talking about shapes or arrangements.
- Shows interest in shapes in the environment.
- Uses shapes appropriately for tasks.
- Beginning to talk about the shapes of everyday objects, e.g. 'round' and 'tall'.

## Expressive Arts and Design

- Sings a few familiar songs.
- Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects.
- Beginning to be interested in and describe the texture of things.
- Uses various construction materials.
- Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.
- Joins construction pieces together to build and balance.
- Realises tools can be used for a purpose.

## Physical Development

Washing the dinosaurs- using toothbrushes, sponges

Excavate the dinosaur bones using brushes

Using dinosaur stencils

Moving like a dinosaur- dinosaur stomp

Making dinosaurs using malleable materials

Aim game- feed the dinosaur

Dinosaur and fossil hunt

## Communication and Language

T4W- The Little Green Dinosaur

Describing dinosaurs- vocabulary development

Language specific to the theme- dinosaur names, archaeologist, excavate, herbivore, carnivore, omnivore,

Using language to create own stories about dinosaurs

Role-play dinosaur activities

## Literacy

T4W- The Little Green Dinosaur

Ten Little Dinosaurs story

Dinosaur Roar

Non-fiction books about dinosaurs

Dinosaur rhymes- Dinosaur, Dinosaur

Writing for a purpose- list of tools needed during palaeontologist role-play

Drawing and writing about dinosaurs - giving meaning to marks

## Personal, Social and Emotional Development

Experiences of being 'lost' or missing someone- link to The Little Green Dinosaur

If you were a dinosaur which type would you be and why?

Talking about the different types of dinosaurs- how they were different and differences between us

Looking after 'dinosaur eggs'

## Understanding the World

Talking about different dinosaurs and describing them- developing language

Challenges to hatch open the frozen dinosaur eggs

Making dinosaur egg rice krispie treats/biscuits

Learning about dinosaurs- model searching on the computer

Andy's Dinosaur Adventures

Talking about 'the past'

## Mathematics: Numbers

Searching for dinosaur bones in sand- discovering the numbers and ordering

Ten Little Dinosaurs story

Counting spikes on dinosaurs

5 Big Dinosaurs Rhyme

Grouping dinosaurs and saying when groups have the same number.

## **Big Roary's (Nursery)**

Autumn Term 2016  
Time Detectives  
(Dinosaurs)  
Curriculum Links

## Mathematics: Shape, Space and Measure

Shape dinosaurs

Group dinosaurs according to their similarities and differences- big/little, heavy/light

Ordering dinosaur bones in size order

Comparing size of dinosaurs and people

## Expressive Arts and Design

Palaeontologist role-play

Dinosaur small world- making a habitat

Painting with dinosaur feet

Exploring different materials- dinosaur mud, swamp, slime  
Discussing textures- developing vocabulary

Building dinosaurs using different materials

Making clay fossils