**Physical Development**

* Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm.
* Use a comfortable grip with good control when holding pens and pencils.
* Start to eat independently and learning how to use a knife and fork.
* Make healthy choices about food, drink, activity and toothbrushing.

**Mathematics**

* Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.
* Solve real world mathematical problems with numbers up to 5.
* Describe a familiar route.
* Discuss routes and locations, using words like ‘in front of’ and ‘behind’.
* Combine shapes to make new ones – an arch, a bigger triangle etc.
* Notice and correct an error in a repeating pattern.
* Begin to describe a sequence of events, real or fictional, using words such as ‘first’, ‘then...’

**Development Matters**

**Nursery Objectives-Summer Term**

**Three and Four Year Olds**

**Literacy**

|  |
| --- |
| * Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; write ‘m’ for mummy.
* Write some or all of their name.
 |
| * Write some letters accurately.
* recognise words with the same initial sound, such as money and mother
 |

**Understanding the World**

* Know that there are different countries in the world and talk about the differences they have experienced or seen in photos.
* Plant seeds and care for growing plants.
	+ Understand the key features of the life cycle of a plant and an animal.
* Show interest in different occupations.

**Expressive Arts and Design**

* Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc.
* Join different materials and explore different textures.
* Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.
* Explore colour and colour-mixing.
* Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs.
* Create their own songs, or improvise a song around one they know.

**Personal, Social and Emotional Development**

* Help to find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas.

|  |
| --- |
| * Do not always need an adult to remind them of a rule.
 |
| * Develop appropriate ways of being assertive.
* Talk with others to solve conflicts.
* Talk about their feelings using words like ‘happy’, ‘sad’, ‘angry’ or ‘worried’.
 |
| * Begin to understand how others might be feeling.
 |

.

**Communication and Language**

* Use a wider range of vocabulary.
* Understand ‘why’ questions, like: “Why do you think the caterpillar got so fat?”
* Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions.
* Use longer sentences of four to six words.
* Enjoy listening to longer stories and can remember much of what happens.