

# Curriculum Overview for Nursery – Spring 2

## Personal, Social & Emotional Development

- play with one or more other children, extending and elaborating play ideas.
- Children can use talk to show their own experiences in play and do this collaboratively with others.
- Children can assign a role to themselves and others in their play which supports their narrative.
- Children listen to others and adapt their play to what others are doing and build on their play collaboratively.

## Communication & Language

- Understand 'why' questions, like: "Why do you think the caterpillar got so fat?"
- Use talk to organise themselves and their play: "Let's go on a bus... you sit there... I'll be the driver."

## Physical Development

- Use a comfortable grip with good control when holding pens and pencils.
- Start taking part in some group activities which they make up for themselves, or in teams.
- Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.

## Literacy

- Develop their phonological awareness, so that they can: - spot and suggest rhymes
- Engage in extended conversations about stories, learning new vocabulary
- Write some letters accurately

## Mathematics

- Show 'finger numbers' up to 5
- Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.
- Describe a familiar route.
- Discuss routes and locations, using words like 'in front of' and 'behind'

## Understand the World

- Talk about what they see, using a wide vocabulary
- Plant seeds and care for growing plants.
- Understand the key features of the life cycle of an animal.
- Begin to understand the need to respect and care for the natural environment and all living things.

## Expressive Arts & Design

- Draw with increasing complexity and detail, such as representing a face with a circle and including details.
- Develop their own ideas and then decide which materials to use to express them.
- Respond to what they have heard, expressing their thoughts and feelings
- Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses, et