

Playing & Exploring –Engagement

Finding out and exploring
Playing with what they know
Being willing to have a go

Motivation

Being involved and concentrating
Keep trying
Enjoying achieving what they set out to do

Creating & Thinking Critically – Thinking

Having their own ideas
Making links
Choosing ways to do things

Personal, Social and Emotional Development

- Jigsaw – 'Celebrating difference'
- 1. What I am good at
- 2. I'm special, I'm me
- 3. Families
- 4. Houses and homes
- 5. Making friends
- 6. Stand up for yourself
- This term our value is 'Friendship'

Communication and Language

- To learn and start to use some Makaton signs including signs for 'more' 'drink' 'please' 'sorry' 'yes' 'no' and 'I want that.'
- When appropriate to start attending part of some assemblies.
- To understand and follow 1-part instructions
- To use pictures to communicate where appropriate
- To join in with nursery rhymes
- Use words and simple sentences to communicate.

Physical Development

- To hold a pencil using the correct pencil grip
- To form the letters in my name correctly and other letters I have learnt
- To use scissors in one hand with increasing control to follow a simple outline
- Busy Fingers intervention to encourage correct pencil grip
- Putting on coats and boots for outdoor learning.
- P.E. balance and movement skills

Literacy

- To make marks on paper
- To listen and respond to a variety of stories.
- To recognise and then begin to write their own name.
- To hear initial and final sounds in word.
- Phase 2 phonics
- To practise reading my key words and common exception words (tricky words) by sight
- Reading practise sessions.
- (For some)To answer questions about what I have read or stories I have listened to

Key texts:
We're going on a Bear Hunt, The Leaf Thief, The helpful hedgehog Gruffalo
Dear Santa, Father Christmas, The Nativity Story, We're Going on a Elf Chase



Puffin Class Term 2 'Wonderful Woods & Christmas'



Maths

- Careful counting, saying one number name for each object
- Representing numbers to 10 in different ways on a 'tens frame'
- Recognising non-standard dice patterns without needing to count the spots
- Count forwards and backwards from 10.
- 2D and 3D shape

Understanding the World

- Learn about nocturnal animals and animals that hibernate
- Learning about Autumn/Winter festivals and celebrations
- Forest school sessions
- To interact with IWB games and beebots

Expressive Arts and Design

- Woodland small world play using characters from the stories we have been reading
- Fire work pictures
- Create a remembrance poppy picture
- Learn Christmas songs
- Create a Christmas card