

### Literacy

- Listen to stories in small groups and whole class setting.
- Begin to talk about the characters in the story.
- Understand how to use a range of mark making resources.
- Begin to differentiate between different sounds in the environment.
- Join in with nursery rhymes.

**Key Texts:** Owl babies, Handa's Surprise, The very hungry caterpillar and Handa's Hen.

### Maths

- Look at the visual timetable and understand class routines.
- Sing number songs.
- Copy drawing some shapes.
- Sing days of the week songs.
- Sort objects by shape/colour/size.
- Count to 5 saying number names in order.

### Understanding The World

- Talking about the people in our family.
- Identifying parts of the body.
- Talking about the weather and seasons
- Learn about Black History Month.

### Communication and Language

- Begin to talk about themselves and their families.
- Begin to talk about what they did at home with their family.
- Begin to name common classroom objects.
- Listen carefully and follow a simple instruction with adult support.
- Listen to stories and begin to name some characters.

### Expressive Arts and Design

- Make Self-portraits/ family portraits.
- Design a birthday card.
- Sing my favourite nursery rhymes.
- Use some mark making tools to draw and colour.
- Make models with recyclable materials.

## Nursery Autumn Term 1 Topic- All About Me

### Personal, Social and Emotional Development

- Learn how to separate from main carer.
- Begin to familiarise with the new environment.
- Begin to understand rules of play - share toys and take turns.
- Begin to manage personal needs- dressing, toilet and eating independently.

### Enriching Experiences

- Sensory walk
- Black History Month (October)

### Physical Development

- Learn to take off their coat and school jumper with adult support.
- Hold child friendly scissors and begin to make snips in the paper.
- Climb on Nursery equipment in the outdoor area.
- Make big circles with chalk or other tools.
- Begin to thread beads and other objects.