

Literacy:

Reading (30 - 50 months)

Writing (30 - 50 months)

- Identifying rhyme and repetition in stories.
- Hearing initial sounds in words.
- Writing own name independently.
- Mark making for meaning.
- Learn the letter sounds: **i,n,m,d** and progress to blend to form words.

Maths

Number (30 – 50 months) and (40 – 60 months)

Shape, Space and Measure (30 – 50 months)

- Say number names to 10 in order.
- Count up to 10 objects using 1 to 1 correspondence.
- Identify simple patterns and name different positions.
- Naming common 2d shapes: square, triangle, circle and rectangle.

Understanding The World:

People and Communities (30 – 50 months)

The World (22 – 36 months and 30 – 50 months)

- Talk about special occasions in their own family.
- Learn about Chinese New Year.
- Identify and talk about similarities and differences between celebrations in their own family compared to other families.
- To name different places.

Communication and Language:

Listening and Attention (30 – 50 months)

Understanding (30 – 50 months)

Speaking (30 -50 months)

- Talk about different types of places; including climates.
- Listen to and follow 2 part instructions.
- Sequence pictures from a story and retell the key events.

Expressive Arts and Design:

Exploring and Using Media and Materials (30 – 50 months)

Being Imaginative (30 – 50 months)

- Learn songs about different types of transport.
- Learns and sings phonic songs.
- Making model cars.

Personal, Social and Emotional Development:

Making Relationships (30 – 50 months)

Self Confidence and Self Awareness (30 – 50 months)

Managing Feelings and Behaviour (30 – 50 months)

- Speak confidently about their feelings.
- Show confidence in asking adults for help.

Other Activities

- Maths Online Parent Workshop.

Physical Development:

Moving and Handling (30 – 50 months)

Health and Self Care (30 – 50 months)

- Take off their coats and school jumpers independently.
- Hold a pencil correctly and use it with good control.
- To move their bodies in a variety of ways (roll, jump, hop etc)

