Aqua and Midnight Class Curriculum Notes Term 3 2019

COMMUNICATION, LANGUAGE AND LITERACY Talk for Writing retell this term will be the traditional tale – The Given retear to 20 in Count reliably from 1 to 20 in EMOTIONAL DEVELOPMENT Responsibility – taking responsibility for what MAT Count reliably from 1 to 20 in Uses the language of from	o 20 O	1 2	2	
Gingerbread ManResponsibility of the storyWe will learn to retell the story using actions, innovate the storywe do and what we say.Playing - How do we play nicely? What does thatPlaying - How do we play nicely? What does thatsentences related to the story.Playing - How do we play nicely? What does thatNon-fiction books following the children's interests.Working together – Opportunities to workCircle time – sharing news and speaking in sentences, talking aboutWorking together – Opportunities to workwhat we are doing, what we are thinking, how we are feeling.Working together – Opportunities to workContinue to introduce new letter sounds (phonemes) – Phase 3.Practise correct letter formation using pencils, pens, sand, foam, paint and chalk. Correct pencil grip encouraged when using pencils for writing and drawing and coloured pencils for colouring in.Resilience – Continue to build resilience through developing independence across all areas of learning.Use everyday language quantities and objects a Use everyday languagePlay wyou can help at home: week. Visit the library to help develop a real love of books and read books from home. Play rhyming games. Use robot talk to segment words into sounds eg it's time for b-e-d. We will be sending homeRECEPTION - TERM 3Compare two sets of ob Begins to identify own r interests.Reception - Total use words into sounds eg it's time for b-e-d. We will be sending homePlay with money, 19, 2p and 20. Talk about 1more and	bjects mathematical problems base ons ne more or one less than a gi bjects, add and subtract two or back to find an answer nat they can interpret and ex- bjects they can see and check to talk about distance and to and to solve problems to talk about position and to and to solve problems to talk about money and to and to solve problems. position such as 'behind' or ' <u>e</u> and 5p coins. Count objects. Ord 1 less with numbers to 10 and	67 ed on o ven nu single- caplain. ks by co o comp compa compa compa	7 8 wn mber digit ountin oare are re	9
packs of letters that the children have learnt in school, to make and read words. If you have some magnetic letters they would be ideal	online maths games	h 1		
for this.	eat games to support work in sc	nool	~	
www.phonicsplay.co.uk for phase 2 and 3 word games Expressive Art and Design 😵 UNDERSTANDING C	OF THE WORLD		The second second	
PHYSICAL DEVELOPMENT Art work – printing, painting and drawing linked differences.	ound us looking for similaritie	es and		
Explore different ways of travelling – running, jumping, nopping and skipping. Aqua - London Our school grounds Listen and respond to action songs Midnight – Finland The Common				
Use of outdoor equipment – bikes and cars Games involving – balls, hoops, bean bags, quoits Daily run around the field. Can we do three laps to run a mile.				
Daily fine motor exercises and activities to develop a good pencil Midnight – Northern Lights Ice				
Build resilience walking to the woods in all weathers.	ren to follow their own inter	ests.		
Continue to encourage independence with changing clothes, zipping up coats, opening packets to develop fine motor control.	is are special and why?			