

Maths

Counting skills
Number rhymes
Numbers of personal significance.
Ordering numbers
Numicon
Match number to quantity.
1 more and 1 less
Shape
Pattern—Elmer



Understanding the World.

Dazzle art program,
Visit to The Library—what do we see in our local area?
Harvest, Divali, Christmas, Bonfire Night
Parts of a fish
Sort materials shiny/not shiny
Using The Jungle to make stick men.



Physical Development

Leap Into Life PE Activities
Manipulating clay and dough to make objects.
Using tools—scissors, cooking utensils



Expressive Arts and Design

Painting/drawing/collages of characters in the stories
Music—singing familiar songs, harvest
Leaf printing
Bark rubbings
Firework pictures
Making clay fish
3D sculptures of Elmer
Weaving Elmer colours



Autumn 2019
Our
favourite
stories

Communication and Language

Listening games
Role Play
Sharing ideas during circle time and listening to others
Rhyming words
Other words for shimmer,
Compare similarities/differences between the elephants
Recognition of name—name collages
Our favourite stories
Using voices to speak as The Gruffalo characters.

PSED

Golden Rules
Learning routines for inside and outside
How to manage feelings
Developing independence
Helping to settle in new children
Circle games
Turn taking, sharing, working together
How did the rainbow fish feel?
How is Elmer different? Is it ok to be different?

Literacy

Letters and Sounds games
Prints around us
Weekly News
Role Play
Stories—The Hungry Caterpillar, The Gruffalo, Stick Man, Room on the broom, Elmer
Visit to Library to change books.
Elmer—thought/speech bubbles to describe pictures

