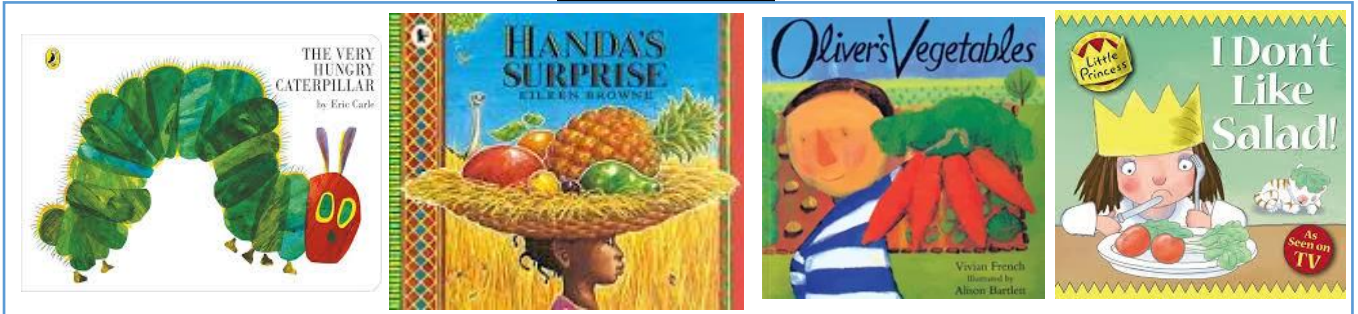


## Pre-school

### Spring 1 – Food from around the world

**Big Question: What do you like to eat?**

### Key texts:



#### Physical Development

We want all of our children to develop their fine and gross motor skills. Fine motor skills refer to small movements in the hands, wrists, fingers, feet, toes, lips and tongue. Gross motor skills involve development of muscles that enable babies to hold up their heads, sit and crawl, and eventually walk, run, jump and skip.

Activities to support :

- When outdoors, have your child run between you and another adult or a landmark.
- Practice standing on one foot, and count to see how long he/she can stay still.
- Throw a soft, squishy ball back and forth.
- Do arts and crafts projects using playdough, scissors and small beads on a string.
- Have your child help with simple household chores.
- Give your child crayons, markers and a variety of play materials.
- Continue to practise name writing using the RWI formations.

#### **Home learning project**

Can you create a your own hungry caterpillar out of recycled materials? Consider the habitat of a caterpillar and what they would eat.

#### Communication and Language

Speaking and listening is the key to everything. Having conversations about your child's day, the weather and the world around them are great ways to develop quality conversations.

This term consider :

Looking at healthy food and balanced meals. Discuss how it helps us to grow and become stronger and supports gut health.

Making a fruit salad at home and talking about how important it is to eat a mixture of fruit and salad every day.

Planting cress seeds at home and observing the changes of the growing plants. Talk about how plants needs water and the sun to grow and how different vegetables and fruit grow.

#### Maths :

This term we will be focusing on:

- Creating ABAB patterns
- Linking numerals and amounts up to 5
- Making comparisons between objects relating to size, length and weight.
- 2D shapes : square, triangle, circle and rectangle