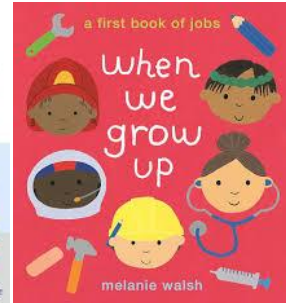
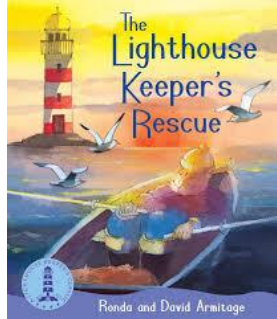
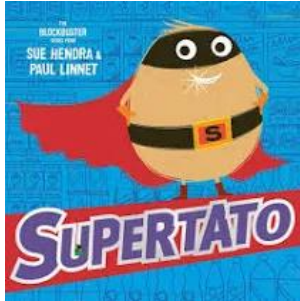


Pre-school

Spring 2 – People who help us

Big Question: What do you want to be when you grow up?

Key texts:



Physical Development

We want all of our children to develop their fine and gross motor skills. Taking your child to the park, challenging them to climb, balance and be active is all part of developing their core strength.

There are lots of ways to develop and strengthen gross and fine motor skills. For example ; threading penne pasta, hanging up laundry with pegs, dough disco and using cutlery to eat.

As part of Literacy, we have been learning to recognise and write one new sound a week. Since August we have learnt sounds a-q. At home, practise recognising and writing these sounds following the RWI formation phrases. You can use different media to do this. For instance, writing in sand or paint or even using sticks in the mud!

Home learning project

Shape hunt – review the shapes (square, circle, triangle and rectangle) and hunt for them in the environment.

Patterns – create a repeating pattern using everyday objects – apple, orange, apple, orange.

Communication and Language

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

This term consider :

Going on a walk and asking your child what they can see, hear, smell and feel. Expand their vocabulary by sharing what you observe and ask 'why' questions. For example. "Why do some trees not have any leaves?" or "How do we know it is a windy day?".

Planting cress to recap learning using the vocabulary; seed, root, shoot, flower, leaf and stem. Take photographs or draw observations, asking your child what changes they can see and what they think will happen next.

Maths

This term we will be focusing on:

- Creating ABAB patterns
- Recognising numerals and amounts 0 – 10
- Writing numerals 0 - 5
- Making comparisons between objects relating to size, length and weight.
- 2D shapes : square, triangle, circle and rectangle
- Combining shapes to make new ones
- Comparing quantities using "more" and "less"