### **Physical Development**

Encourage independence in self-care i.e., helping to put on own coats, shoes, washing hands, and toileting needs.

Moves freely and with pleasure in arrange of ways such as walking, running, jumping and hopping. Pass it - Provide a variety of balls for the children to play with, for passing, throwing, kicking and target practice.

Over and under - Set up obstacle course equipment for the children to travel over, under and through. Friendship bracelets - Provide beads, pipe cleaners and ribbon for children to make bracelets for their friends or family

#### **Understanding the World**

Tidy team - Display pictures of untidy resources and ask, 'What's wrong in this picture?' Talk about why we tidy up at Nursery and why it is important to keep things clean.

Giants - Share the story Once There Were Giants. Talk about how the little girl grows up during the story. Encourage children to talk about how they have changed since they were a baby.
Community helpers - Provide pictures of people who help us and discuss the roles of people who help us with the children. Give children the opportunity to share their experiences of life during the Covid 19 pandemic.

# Nursery Autumn 1 Me and My Community

<u>Foci</u> Settling into new class; familiarising with class routine; free flow All about me My family People who help us

#### Personal, Social and Emotional Development

Children will be given support in settling into nursery. They will be encouraged to separate from main carer with support and encouragement. Children will be aided in developing independence and will be encouraged

to express their needs. Children will be introduced to a mood board to state how they feel. Show and tell – children to bring in an item from home to show their friends and tell them what they love about it. Someone special - Support children to talk about who is special to them and why. Model decorating a heart using different collage materials, talk

about who you are making the heart for and why. Invite the children to make a heart to give to someone special. **Same and different** - Provide mirrors for the children to look at their faces and talk about their features. Encourage the children to talk about how

they are similar to and different from their friends.

<u>Qur'aan</u> Suratul Faatihah to Suratun Falag.

<mark>Arabic</mark> Arabic letters alif to jeem ( - ۱ ) Family members.

> Tarbiyyah Morning Adhkaar.

## **Expressive Arts and Design**

Introduce new rhymes Begin to develop make-believe play in the role play area Explore media and materials and how to use them safely

# **Communication and language, Literacy**

Encourage children to give eye contact to adult speaking Children to concentrate for a few minutes on an activity of interest Encourage children to talk about what they are doing Introduce simple stories and rhymes Children to experiment with mark making materials Encourage children to handle books with care Join in with repeated phrases from a known story and rhyme Detectives - Invite children to record a simple phrase into a Dictaphone. Play the messages back to the children in the group and see if they can guess who is talking. Encourage the children to listen carefully as the messages are played. My family - Provide children with a family house template. Encourage children to draw their family inside the house. Talk about who is in the house and why they are special. Let's read - Make a cosy reading den and add baskets of themed books for the children to explore and share and talk about their favourite stories. Phonics with a friend - Rhyming games for the children to play in pairs. Use simple words with sounds the children are familiar with, including fox, box, pen and hen. Add picture cards or resources to a basket for children to pick a card and then ask their friend to find a picture that it rhymes with.

#### **Mathematics**

Children will explore jigsaws and puzzles Be encourage the use of number names up to 5 Begin to be able to sort objects Recognise numbers through the enjoyment of rhymes Embark on a shape hunt around the Nursery setting Instructions game - Give simple instructions to follow to move around an area, for example; 'Take three steps forward. Turn around, now take four steps back'.