







Topic - Animals

Topic Focus	Growth and Development
English Core Texts	The Little Red Hen Farmer Duck
Additional Texts (Spine Books)	The Very Selfish Crocodile, Afiya, You're Safe with Me, How Anansi got his Stories, Suddenly, What will I be?, Six Dinner Sid, Mog
Nursery Rhymes	The animals went in two by two, Old Macdonald had a farm, Five little ducks went swimming, Animal Fair, B-I-N-G-O, Hickory, dickory dock
Understanding of the World 	<p>Animals:</p> <ul style="list-style-type: none"> • growth and development • staying alive • habitat <p>To understand the effect of changing seasons on the natural world around them:</p> <ul style="list-style-type: none"> • weather conditions using a weather chart, seasons, days of the week, dates and year
Personal, Social and Emotional Wellbeing	<p>Know and talk about the different factors that support their overall health and wellbeing:</p> <ul style="list-style-type: none"> • taking care of our teeth • knowing what is a sensible amount of 'screen time' • having a good sleep routine • being a safe pedestrian  <p>To express their feelings with increasing clarity and to use the 'zones of regulation' strategies to help regulate their emotions, as needed.</p>
Maths	<p>Maths Mastery</p> <ul style="list-style-type: none"> • Counting - larger sets and things that cannot be seen • Subitising - to 6, including in structured arrangements • Composition - '5 and a bit' • Composition - of 10 • Comparison linked to ordinality <p>Power Maths</p> <ul style="list-style-type: none"> • Shape • Measure • Sorting 
Computing	<p>Using the Kapow Primary scheme:</p> <ul style="list-style-type: none"> • Computing systems and networks: <ul style="list-style-type: none"> - Exploring hardware - Use of everyday technology in role-play settings - computer, telephone, iPads • Programming 2: Programming Bee Bots
Expressive Art & Design	<ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

	<ul style="list-style-type: none"> • Share their creations, explaining the process they have used. • Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.
Physical Development 	<p>Using Get Set 4 PE (Games Unit 1 and Ball Skills Unit):</p> <ul style="list-style-type: none"> • Play by rules given and develop co-ordination. • Learn to play as a team. • Follow instructions safely and carefully when playing team games. • Continue to develop the use of the tripod pencil grip to develop a fast and accurate handwriting style.