

### Personal, Social & Emotional Development

- Show confidence in new situations
- Develop appropriate ways of being assertive, beginning to negotiate to solve problems
- Follow important rules without being reminded
- Notice and describe how others may be feeling
- Have a positive approach to transition into Reception
- Settle to a chosen task and persevere to make progress
- Jigsaw programme activities to support 'Changing Me'
- Continue to use BLP in our learning

### Communication and Language

- Share own ideas and listen carefully to other people's
- Use full sentences in conversation
- Use a wide vocabulary to describe and compare (eg different animals)
- Ask relevant questions to clarify understanding
- Initiate and continue a conversation for many turns, responding directly to what's said
- Enjoy listening to longer stories and recall what they've heard

### Physical Development

- Continue to develop fine motor control in a variety of contexts (eg intricate puzzles, tweezers)
- Use a comfortable grip and draw and write with increasing control
- Manage their own needs (eg identify when they need a drink/to take off their sweatshirt)
- To choose resources appropriately for a task eg trowel to dig a hole
- Take part in races requiring speed and agility (Sports Day)
- Begin to work as a team (simple relay-style games/to move large equipment)

## FS1 Summer 2 Amazing Animals

### Literacy

- Enjoy using non-fiction books related to the learning theme
- Embed Phase One phonics: alliteration, rhyme, oral blending and segmenting
- Phase Two phonics: new phoneme/grapheme each week
- Apply phonic knowledge when making/'writing' words
- Write all or part of name independently, forming some letters correctly
- Stories: Farmer Duck, Rosie's Walk

### Mathematics

- Count out objects and match quantity to numeral (to 5)
- Experience different ways of making 5
- Apply knowledge of number to solving simple problems
- Measure and compare several items by length and height
- Compare items of different weight using language: heavy/heavier/heaviest etc
- Experiment with capacity (eg different size containers in sand/water)

### Understanding the World

- Find out about animals that live at home/on the farm
- Visit a farm (Ash End House)
- Develop understanding of animals' needs (eg food, shelter)
- Listen to and discuss the story of Mohammed and the animals, St Francis, The Good Shepherd
- Explore equipment eg small cars, ride-on toys to see how they move (pushes/pulls)
- Compare materials and choose suitable items for a purpose (eg making a home for a pet)
- Compare photos of different environments and countries

### Expressive Art & Design

- Begin to plan and explain their creative work
- Add more detail to artwork
- Improvise and make up own songs
- Show awareness of pitch, volume and rhythm
- Listen and respond to music of all kinds (eg Carnival of the Animals)
- Use props (eg animal puppets, small world farm) to support imaginative play
- Use and describe materials with different textures