

### **Personal, Social and Emotional**

Talk about what makes someone a good friend. How am I unique  
What makes me happy or sad? Likes/dislikes.  
Explore different emotions through stories and songs  
**RE** - what makes me special? Who helps and guides us? Who is special to me?  
Learn about the meaning of Harvest Festival.

### **Communication and Language / Literacy**

Phonics - Phase 1 speaking and listening games.  
Introduce 'sound talking' to segment and blend words. Play with words and sounds using rhyme and alliteration.  
Listen and respond to a range of picture books - Only One You, Super Tato, Home, Each Peach Pear Plum. Practise mark-making both inside and outside using various materials.

### **Mathematical Development**

Practise counting within a range of contexts including games, role-play and construction play.  
Recognising numbers as numerals, dice, dominoes and pattern arrangements.  
Ordering and comparing numbers - which is more/less or the same.  
Create patterns and pictures using 2d shapes - can you name them and their properties.

## **'Good to be me!'** **Foundation Stage**



### **Inspire Days**

**Environmental studies  
in Mike's Meadow with  
Jackie**

#### **Parent Info/support**

**Tuesday 22<sup>nd</sup> October at  
9am in classroom.**  
**Phonic workshop for  
parents in preparation for  
the teaching and learning  
of Jolly Phonics in term 2.**

### **Understanding the World**

Talk about our families and create a family portrait. Distinguish between past and present - how have we changed since being a baby.  
Explore the different parts of our body.  
Use our senses to explore the world around us. Use a 'Digital viewer' to look at different textures and materials up closely.

### **Expressive Arts and Design**

Create self-portraits using a variety of media, including collage, paint and pastels.  
Mood paintings in response to music.  
Funny Bones - skeleton collages.  
Ephemeral art using the artists Richard Long and Andrew Goldsworthy. Create natural sculptures and art.  
Printing with fruit and vegetables.

### **Physical Development**

Use malleable materials in their play.  
Play simple listen and command games.  
Use the parachute to play co-operation games.  
Develop an awareness of the space and others in the hall. Learn routines and safety rules.  
Practise locomotive movements such as hopping, skipping, running and jumping.

