<u>Planning</u> <u>17.05.21 – 27.05.21</u>

<u>17<sup>th</sup> – 21<sup>st</sup> May 2021</u> Topic: People who help us - POLICE Circle Time – Role of a police officer, talk about how they help us, uniform etc.

> Craft – Police car paper plate craft Fingerprints Police Badge

Writing Table – Words on writing table Police forms Colouring pictures

<u>24<sup>th</sup> – 27<sup>th</sup> May 2021</u>

Topic: People who help us – FIREFIGHTERS Circle Time – Talk about the role, what they do, uniforms, how they help us etc.

> Craft – Painting fire engine pictures

Writing Table – Words on writing table Colouring pictures Firemen Sam pictures Confident to talk to other children when playing, and will communicate freely about own home (30-50)

Responds to the feelings and wishes of others (22-36)

Shows understanding and cooperates with some boundaries and routines (22-36)

Can express their own feelings such as sad, happy, cross, scared, worried (22-36)

Aware of own feelings and knows that some actions and words can hurt others feelings (30-50)

<u>CL</u> Identifies action words by pointing to the right picture eg, who's jumping (22-36)

Single channelled attention, can shift to a different task if attention fully obtained (22-36)

Developing understanding of simple concepts (22-36)

Questions why things happen and give explanations, asks who, what, where, when (30-50)

PD Imitates drawing simple shapes such as lines and circles (22-36)

Runs skilfully and negotiates space successfully, adjusting speed or direction (30-50)

Uses one handed tools and equipment e.g., makes snips in paper (30-50)

MD

Beginning to categorise objects according to properties such as size and shape (22-36)

Uses positional language (30-50)

Recites numbers n order to 10 (30-50)

Uses the language of more and fewer to compare two groups of objects (40-60)

Knows that numbers identify how many objects are in a set (30-50)

L Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories (30-50)

Fills in the missing word or phrase in a well-known rhyme, story, game (22-36)

Recognises familiar words such as own name and advertising logos (30-50)

UW Shows care and concern for living things and the environment (30-50)

Links sounds to letters, naming and sounding the letters of the alphabet (40-60)