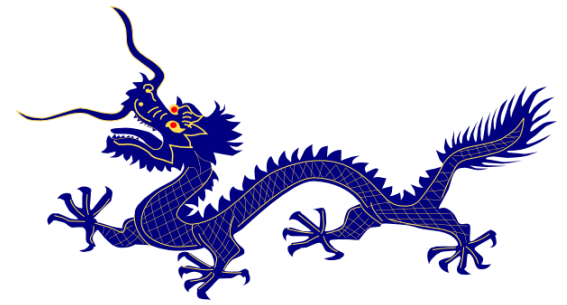


Physical Development

Move with increasing confidence and awareness of own speed and direction
Build fine motor skills in order to hold a pencil between first two fingers and thumb to copy a circle and a cross.
Match an item to its 'shadow' at tidy up time
Identify a missing or hidden object in hiding games
Aim to be independent when dressing/toilet

Communication and language

Listen to the story of the Gingerbread man and other stories, recalling events
Join in with songs and rhymes
Talk about their own interests and families
Use words from stories within own games/roleplay
Follow a body percussion sequence of three in the right order. (Clap hands, pat knees, tap head)
Follow a three part instruction.



Literacy

Introduction to Jolly Phonics letter sounds
Make 'WANTED' posters
Character descriptions from Gingerbread Man and sequencing events in the story
Respond to and enjoying stories
Compare different versions of the same story
Clap out one to three syllable words.
Know and retell the story of Chinese New Year

Personal and Social

Build positive relationships with children and adults within the class
Play co-operatively
Become more confident in Nursery setting
Follow class routines and rules
Look at cooking gingerbread-hygiene and health
Celebrating other cultures
Circle time activities
Walk up stairs left, right, left right without holding the rail

Understanding the World

Talk about events, people and places that interest them
Investigate spices from around the world
Use computer programmes to support learning
Use simple tools (e.g. scissors)
Look at Chinese New Year (25/01), its food, customs, who celebrates it and where

Chinese New Year & The Gingerbread Man

Maths

Working with numbers to 10 in games, songs, counting and sorting
Ordering events
Cooking and weighing ingredients
Ordering 1st 2nd and 3rd
Language of comparative size
Pictogram showing preferences

Expressive art and design

Songs linked to topic
Tell the story using sounds effects
Recognise rhymes and patterns
Use playdough to make own characters
Design own 'real' gingerbread man
Use paint
Role play linked to Gingerbread man story
Design and build own ways to save the Gingerbread man
Keep a steady beat with percussion instruments.

**Nursery and Pre-School
Topic Web
Spring A 2020**