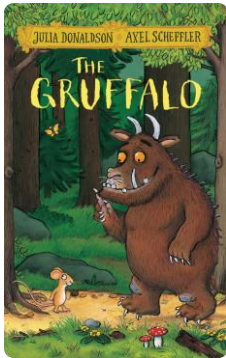


<p><b><u>PSED</u></b></p> <ul style="list-style-type: none"> <li>• To speak in front of others during circle times.</li> <li>• To join in with others acting out a narrative</li> <li>• To take turns sharing resources</li> <li>• To fasten their coat independently</li> <li>• To talk about their family and how they make them feel</li> <li>• To talk about friendships</li> <li>• To talk about what to do when they fall out with their friends - learn how to listen to one another and make compromises</li> </ul>	<p><b><u>Enrichment/Wow moment</u></b></p> <p>To watch the Gruffalo Movie</p> <p>To make popcorn.</p> <p>To perform a range of Julia Donaldson songs and video them.</p>	<p><b><u>Literacy</u></b></p> <ul style="list-style-type: none"> <li>• To listen to stories and repeat words and phrases from the story</li> <li>• To read their name and write letters from their name - especially the capital letter.</li> <li>• To distinguish between the different marks- drawing animals/ characters.</li> <li>• To listen to and identify initial phonemes in words and in their name</li> <li>• To begin to orally blend</li> <li>• To retell the story in order</li> </ul>
<p><b><u>Physical Development</u></b></p> <ul style="list-style-type: none"> <li>• To develop a tripod grip when holding a pencil</li> <li>• To draw lines and circles with gross motor movements with squirty bottle</li> <li>• To move in different ways</li> <li>• To climb, balance, jump and land safely</li> <li>• To copy letters from their name</li> <li>• To thread cereal and pasta on wire</li> <li>• To crush cereal with a hammer</li> <li>• To manipulate sand moulds in the sand</li> </ul>		<p><b><u>Mathematics</u></b></p> <ul style="list-style-type: none"> <li>• To order and sequence familiar events</li> <li>• Number formation</li> <li>• To recognise the numeral 3 and count out amounts to match that number</li> <li>• Use positional language to describe where the character from the story is</li> <li>• Ordering object by length- worms/snakes</li> <li>• Making numbers using three frames</li> <li>• To draw a map of the woods and talk about the route that the Gruffalo took</li> <li>• Showing amounts up to 3 on fingers.</li> </ul>
<p><b><u>Communication and Language</u></b></p> <ul style="list-style-type: none"> <li>• To talk to the class about themselves.</li> <li>• To retell and order the story using the familiar language</li> <li>• To answer who, what, where questions</li> <li>• To use connectives because, then, etc</li> <li>• To take fox home and talk about what we did we fox over the weekend.</li> </ul>	<p><b><u>Expressive Arts and Design</u></b></p> <ul style="list-style-type: none"> <li>• To sing Julia Donaldson songs</li> <li>• To engage in role play - ice-cream parlour/hairdresser</li> <li>• To copy and make their own rhythms</li> <li>• To copy and match different pitches</li> <li>• To paint a Gruffalo</li> <li>• Make a mask of the Gruffalo</li> </ul>	<p><b><u>Understanding the World</u></b></p> <ul style="list-style-type: none"> <li>• To know how people are similar and different</li> <li>• To talk about different animals homes in the woods and compare them</li> <li>• To make maps and routes of where they would like to travel</li> <li>• To make popcorn and talk about how it changes in the microwave</li> </ul>

<p><b><u>What I can talk about at home.</u></b></p> <ul style="list-style-type: none"> <li>Who wants to eat the mouse? What does the mouse do? How does he trick the others?</li> <li>Talk about the characters in the story and their different types of houses. Who lives in the log-pile house?</li> <li>Can you find the rhyming pairs from the story?</li> <li>Talk about maps and why we use them. They show us which way to go. Show them some maps.</li> <li>To talk about the different things that they can see when they are going on a journey or for a walk.</li> </ul> <p><b><u>Key Vocabulary</u></b>  Names of animals that are in the story - owl, snake, fox, mouse  Different types of animal homes, habitats - den, nest, burrow, halt, form, sett, drey, lodge  Local landmarks in their environment - the Dam, the Wash, the Dream  Features on maps - roads, buildings, woodland, farmland, parkland, river  Maps - go forward, turn left, turn right</p>	<p><b><u>Maths activities I can do at home.</u></b></p> <ul style="list-style-type: none"> <li>Practise writing numerals 1 to 3</li> <li>To recognise the number 3 - can they find the number 3 on any houses in their street</li> <li>Comparing the size of characters in the story</li> <li>Comparing length of objects around the house using correct language longest or shortest</li> </ul> <div data-bbox="1030 587 1254 944" data-label="Image"> </div> <p><b><u>Books I could share at home.</u></b></p> <ul style="list-style-type: none"> <li>The Gruffalo's child</li> <li>The Snail and the Whale</li> <li>A Squash and a Squeeze</li> <li>Monkey puzzle</li> <li>The Smartest Giant in Town</li> <li>The Smeds and the Smoos</li> <li>The Highway Rat</li> <li>The Detective Dog</li> <li>Non-fiction - animal homes and Down in the Woods</li> </ul>	<p><b><u>Literacy activities I can do at home.</u></b></p> <ul style="list-style-type: none"> <li>To practise writing their name or letters from their name using the rhymes that we are learning in school</li> <li>To play I spy - saying the initial letter for different objects</li> <li>To listen to rhyming books and recognise the words that rhyme.</li> <li>To look at road signs and environmental print when they are out and about eg TESCO etc</li> </ul> <p><b><u>Activities I can do at home.</u></b></p> <ul style="list-style-type: none"> <li>To make a mask of their favourite animal from the story.</li> <li>Research different animal homes. Talk about the places they live and how they are all different.</li> <li>Visit the Gruffalo trail at Delamere Forest</li> <li>To visit a local wood and talk about what they can see.</li> <li>To draw their own maps on large pieces of paper.</li> </ul>
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