

Challenge description

AUTUMN TERM 2018			YEAR GROUP: Nursery		TERM THEME: Tell Me a Story!			
	w/b 3.9.18	w/b 10.9.18	w/b 17.9.18	w/b 24.9.18	w/b 1.10.18	w/b 8.10.18	w/b 15.10.18	w/b 22.10.18
EVENTS TO BE AWARE OF: e.g. assemblies, trips/visits/deadlines etc	The Three Little Pigs 3.9.18 and 4.9.18 Inset ASSESSMENT DATA ****BOOK CHRISTMAS TRIP*****	The Three Little Pigs Enterprise Week ASSESSMENT DATA	THE GINGERBREAD MAN SCHOOL PHOTOS	THE GINGERBREAD MAN	HANDA'S SURPRISE	The LITTLE RED HEN	THE GRUFFALO PARENT CONSULTATIONS	THE GRUFFALO 26.10.18 INSET - MAYALS 25.10.18 NURSERY ASSEMBLY
FOUR PURPOSES	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems respect the needs and rights of others, as a member of a diverse society	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Have the confidence to participate in performance Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Have the confidence to participate in performance Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems	Are questioning and enjoy solving problems Are building their mental and emotional well-being by developing confidence, resilience and empathy Have the confidence to participate in performance Form positive relationships based upon trust and mutual respect Think creatively to reframe and solve problems

<p>LITERACY, LANGUAGE AND COMMUNICATION</p>	<p>Emergent writing assessment.</p> <p>Small group discussions - getting to know you.</p> <p>Read story of Three Little Pigs.</p> <p>Puppet theatre - Role play story.</p> <p>Story time.</p> <p>Sing songs and rhymes.</p> <p>Story sacks.</p>	<p>Emergent writing assessment.</p> <p>Small group discussions - getting to know you.</p> <p>Read story of Three Little Pigs.</p> <p>Puppet theatre - Role play story.</p> <p>Story time - Think of words to describe the wolf - Class activity</p> <p>Singing songs and rhymes.</p> <p>Daily News.</p> <p>Story sacks.</p>	<p>Sound of the week - s write using a range of mark-making materials across a range of contexts</p> <p>Read story of THE GINGERBREAD MAN.</p> <p>Puppet theatre - Role play story.</p> <p>Story time.</p> <p>Singing songs and rhymes.</p> <p>Daily News.</p> <p>Story sacks.</p>	<p>Sound of the week - a write using a range of mark-making materials across a range of contexts</p> <p>Story time.</p> <p>Puppet theatre - Role play story.</p> <p>Emergent Writing - Draw a Gingerbread Man and label him</p> <p>Have a Go Books.</p> <p>Singing songs and rhymes.</p> <p>Daily News.</p> <p>Story sacks.</p>	<p>Sound of the week - t write using a range of mark-making materials across a range of contexts</p> <p>Read story of Handa's Surprise.</p> <p>Puppet theatre - Role play story.</p> <p>Story time.</p> <p>Have a Go Books.</p> <p>Singing songs and rhymes.</p> <p>Daily News.</p> <p>Story sacks.</p> <p>Oracy - Record Story of Handa's Surprise</p>	<p>Sound of the week - i write using a range of mark-making materials across a range of contexts</p> <p>Read story of LITTLE RED HEN</p> <p>Learn a Harvest Poem</p> <p>Story time - PIE CORBETT - THE LITTLE RED HEN</p> <p>Puppet theatre - Role play story.</p> <p>Have a Go Books.</p> <p>Singing songs and rhymes.</p> <p>Daily News.</p> <p>Story sacks.</p> <p>Emergent Writing - What was your favourite bread?</p> <p>(Tick sheet)</p>	<p>Sound of the week p write using a range of mark-making materials across a range of contexts</p> <p>Story time.</p> <p>Read the story of The Gruffalo</p> <p>Puppet theatre - Role play story.</p> <p>Have a Go Books.</p> <p>Singing songs and rhymes.</p> <p>Daily News.</p> <p>Story sacks.</p> <p>Emergent Writing - Label the Gruffalo colours in Welsh</p> <p>*Gruffalo Tough Tray - Oracy activity. Role Play the Gruffalo story</p>	<p>Sound of the week - n write using a range of mark-making materials across a range of contexts</p> <p>Write name</p> <p>Story time.</p> <p>Read the story of The Gruffalo</p> <p>Puppet theatre - Role play story.</p> <p>Have a Go Books.</p> <p>Singing songs and rhymes.</p> <p>Daily News.</p> <p>Story sacks.</p> <p>*Gruffalo Tough Tray - Oracy activity. Role Play the Gruffalo story</p>
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WELSH	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Counting in Welsh. 1 - 3. Hwyl Fawr song. Welsh Colours.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Counting in Welsh. 1 - 3. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Introduce Sut wyt ti. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Sut wyt ti. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Sut wyt ti. Hwyl Fawr song. Label Gruffalo colours in Welsh	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Sut wyt ti. Hwyl Fawr song.
DAILY DRILIO	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Sut wyt ti. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Sut wyt ti. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Sut wyt ti. Hwyl Fawr song.	Dewch i eistedd. Registration - Dyma Fi. Bora Da song. Sut wyt ti. Hwyl Fawr song.
MATHEMATICS AND NUMERACY	Number songs. Number/counting/colour assessment.	Number songs. Numicon - counting. Number/counting/colour assessment.	Number songs. Numicon - introduce numicon shape no. 1. Count 3 objects. Sequence pictures of Gingerbread Man Story.	Number songs. Introduce no.2 Numicon - introduce numicon shapes 2. Sequence pictures of Gingerbread Man Story. How many buttons on the Gingerbread Man's tummy.	Number songs. Introduce no. 3 Numicon - Find the number on the Display Number Line. Compare 2 fruits - compare, sort and order 2 objects in terms of size - using the language bigger/smaller than.	Number songs. Introduce no. 4 Numicon - Take a handful of 1 pegs and count them along a number line. Class graph of our favourite bread. (divide carpet area into 4)	Number songs. Introduce no. 5 Numicon - children identify shapes 1 and 2 from a Feely Bag.. Gruffalo maths activity - measure a Gruffalo footprint using non standard measure Follow clues on Gruffalo Hunt to find the Gruffalo Use shapes to make a Gruffalo	Number songs. Recap numbers Numicon - children identify shapes 1, 2 and 3 from a Feely Bag. Gruffalo maths activity - measure a Gruffalo footprint using non standard measure Follow clues on Gruffalo Hunt to find the Gruffalo Use shapes to make a Gruffalo

DAILY COUNTING AND REMEMBERED FACTS	Number songs.	Number songs.	Counting to 0 - 5 e.g. claps, steps, objects. Number songs.	Counting to 0 - 5 e.g. claps, steps, objects. Number songs.	Counting to 0 - 5 e.g. claps, steps, objects. Number songs.	Counting 0 - 5 and back. Number songs.	Recognising Numicon shapes 1 Number songs.	Recognising Numicon shapes 1 and 2 Number songs.
SCIENCE AND TECHNOLOGY		Science - Construct houses using different materials - test the strength using hair dryer wolf.	Science - Problem Pup - Explore objects that float and sink linked to Gingerbread Man. Science - What happens to the Gingerbread Man when he gets wet? ICT - Begin to use digital camera to record images - take a picture of what floats and sinks.	Science - Problem Pup - Explore objects that float and sink linked to Gingerbread Man. ICT - Begin to use digital camera to record images - take a picture of what floats and sinks.	ICT - Begin to use simple devices to record and capture sounds - Record the story of Handa's Surprise. Geography/ICT -Locate Kenya on a map (Google Earth)	ICT - First Splosh picture - Use paint package for mark making.	Steam Challenge - Build a Log Pile House for the Gruffalo Characters	Steam Challenge - Build a Log Pile House for the Gruffalo Characters
HEALTH AND WELLBEING	Assessment. Settling New Nursery children. Gaining confidence in New School and new routine. Teaching children how to play appropriately in all areas. Teaching children to cater for their personal needs.	Assessment. Settling New Nursery children. Gaining confidence in New School and new routine. Teaching children how to play appropriately in all areas. Teaching children to cater for their personal needs.	Rights Respecting Schools - Class Charter. Continue to model classroom areas. Learning about sharing. Teaching children to cater for their personal needs. Teaching 'Be Careful Little Hands ' song.	Continue to model classroom areas. Circle Time - Tell your friends your name and something about you. How are we all different? Teaching children to cater for their personal needs. Cooking - decorate a gingerbread man.	Continue to model classroom areas. Circle Time - What was your favourite surprise? Teaching children to cater for their personal needs. Healthy eating linked to Handa's Surprise - Fruit tasting (snack)	Continue to model classroom areas. Circle Time - Helping others Teaching children to cater for their personal needs. Healthy eating - tasting a variety of different breads.	Continue to model classroom areas Circle Time - Have a chat Teaching children to cater for their personal needs.	Continue to model classroom areas Circle Time - When have you been brave? Teaching children to cater for their personal needs

EXPRESSIVE ARTS	<p>My first picture in Nursery.</p> <p>Paint a picture of yourself.</p> <p>Outdoors - Construction site role play - 3 Little Pigs.</p>	<p>Paint a self portrait to be sold for Enterprise Week.</p> <p>Outdoors - Construction site role play - 3 Little Pigs.</p>	<p>Paint a Gingerbread Man</p> <p>Explore mark making with chalk - draw Gingerbread Man</p> <p>Clay Gingerbread men for Christmas Decoration</p> <p>Movement in hall relating to sound of the week.</p> <p>Hall time - move around the hall like the Gingerbread man</p>	<p>Paint a Gingerbread man</p> <p>Explore mark making with chalk.</p> <p>Clay Gingerbread men for Christmas Decoration</p> <p>Movement in hall relating to sound of the week.</p> <p>Hall time - move around the hall like the Gingerbread man</p>	<p>Art - Oil pastel fruit.</p> <p>Movement in hall relating to sound of the week.</p>	<p>Outdoors - Making Autumn Potions.</p> <p>Movement in hall relating to sound of the week.</p> <p>Make a Little Red Hen.</p>	<p>Outdoors - Making Autumn Potions.</p> <p>Leaf print pictures.</p> <p>Movement in hall relating to sound of the week.</p> <p>Paint a creature from the Gruffalo story.</p> <p>Use shapes to make a Gruffalo</p>	<p>Paint a creature from the Gruffalo story.</p> <p>Use shapes to make a Gruffalo</p>
HUMANITIES	History - looking at Traditional Tales from the past.	History - looking at Traditional Tales from the past.	History - looking at Traditional Tales from the past.	History - looking at Traditional Tales from the past.	<p>RE -looking at Traditional Tales from other cultures.</p> <p>Geography/ICT -Locate Kenya on a map (Google Earth)</p>	<p>History - looking at Traditional Tales from the past.</p> <p>RE - Harvest Story</p>	Geography - Go on a Gruffolo Hunt	Geography - Go on a Gruffolo Hunt

<p>ENHANCED/CONTINUOUS PROVISION</p>	<p>*Interest Table - Making prediction and testing - Will the wind blow it?</p> <p>*Outdoor construction area - Trotter, Trotter and Sons - include writing opportunities (Design plans)</p> <p>*Tough Tray - 3 Little Pigs (Straw/sticks/bricks and puppets)</p> <p>*Tough Tray - Pigs in mud</p> <p>*Play doh pigs</p>	<p>*Make Play Doh Gingerbread Men</p> <p>*Tough Tray - Gingerbread Man Sensory Spot</p> <p>*Gingerbread essence in the play dough/water</p> <p>*Finger Gym - Thread Pipe cleaners through Gingerbread man's tummy</p> <p>*Finger Gym - Tweezer Activity - Put buttons on the GingerBread Man's tummy</p> <p>*Maths - Order the size of the Gingerbread Man</p> <p>*Maths - How many buttons on the Gingerbread Man's tummy</p> <p>*Learn about money - Buy Gingerbread Biscuits in the cafe</p> <p>*Estimation - How many buttons</p> <p>*Interest table - What can you smell?</p> <p>*Water Trough - Floating and Sinking</p>	<p>*Tough Tray - Autumn finds in frames</p> <p>Tough Tray - Role play story of Handa's Surprise</p> <p>*Musical Instruments from different countries</p> <p>*Make play doh fruit</p> <p>*Fruit prints</p> <p>*Maths - Use balance scales to compare fruit</p> <p>*Interest Table - exploring different fruits - fruit skin rubbings</p> <p>*Finger Gym - Can you help the monkey get all of the bananas?</p> <p>THE LITTLE RED HEN</p> <p>*Tough Tray - Grind oats into flour</p> <p>*Tough Tray - Small World Play</p> <p>*Sand Pit - Plant seeds for the Little Red Hen (Pots, Seeds, Hen)</p> <p>*Junk Model - Make a hen</p> <p>*Paint a handprint hen</p> <p>*Maths - Sequence the story</p> <p>*Pop Corn - Tweezer/small spoon fun</p> <p>*Interest Table - Autumn finds</p>	<p>*Tough Tray - Make a Gruffalo Crumble</p> <p>*Make animal tracks - use wellies/sponge etc</p> <p>*Maths - Role a die - add the correct number of prickles to the Gruffalo back</p> <p>*Finger Gym - add prickles to the Gruffalo using paper clips</p> <p>*Gruffalo Tough Tray - Oracy activity. Role Play the Gruffalo story</p> <p>*Tough Tray - Make a Gruffalo Crumble</p> <p>*Play doh - make a Gruffalo</p> <p>*Use shapes to make a Gruffalo</p> <p>*Maths - Order sizes of Gruffalo characters</p> <p>*Interest Table - Exploring textures</p>
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Curriculum areas covered

Curriculum - Planned

Curriculum - Covered

No statements found.

Curriculum - Reception
