

Communication, Language & Literacy

Text:

Penguins Can't Fly, The not so perfect Penguin, The Polar Bear Paddle, Penguin.

Songs & Rhymes:

Incy, Wincy Spider.

Focus Area:

Phonics: Sound discrimination - action songs and body percussion e.g. clapping, tapping, stomping.

Circle time to share ideas & experiences. Ask questions.

Environmental Print: familiar logos of shops, brands & media.

Physical Development

Movement & Handling: Gross motor skills - moving like a polar bear, penguin, wolves (stomp, Tip toes, Crawl)

Fine motor- Dough Disco- children to learn the names of the fingers and use the different fingers to dance at the Dough Disco.

Outdoors: Movement to keep our bodies warm, recognising changes in the body when we exercise

Health & Self Care: Recognising danger & developing awareness of safety- weather changes. Appropriate clothing for outdoors.

Mathematics:

Representing numbers by using marks (e.g. tally chart)

Time - ordering daily events

Counting objects /actions to 10 +

Understanding more than /less than

Matching numeral to number of objects to 10.

Counting out a given number of objects up to 10.

Frozen Worlds Nursery



Knowledge & Understanding of the World

Focus Areas: Materials & their properties -clothes.

Materials & their properties -water /ice

Exploring Frozen Worlds through stories, rhymes, small world activities.

Daily weather chart

Weather Teddy -choosing appropriate clothes for teddy to play outdoors.

Ice blocks

Freezing range of liquids

Frozen ice-pops /smoothies /ice cream

Creative Development

Warm clothes shop

Small world creatures, bears, penguins, seals

Cloud dough

Cold colour painting

Dance: movements to reflect sharp, soft sounds e.g. snow flake, frost.

Playing games where children have to 'freeze'

Personal, Social, Emotional Development.

Keeping myself safe - stranger danger

Outdoors -wearing warm clothes in winter to keep our bodies warm.

Handling resources safely - how to hold scissors correctly, using equipment safely.

Being able to say 'no' when a choice is given