Literacy

Medium Term Planning

Animals- Farm

Personal, Social and Emotional Communication and Language Physical Development Development Play with one or more other children, extending and Use a comfortable grip with good control when holding pens and pencils. Enjoy listening to longer stories and can remember much of what Show a preference for a dominant hand. elaborating play ideas Increasingly follow rules, understanding why they Be increasingly independent as they get dressed and undressed, for example, Use a wider range of vocabulary Use longer sentences of four to six words. are important. putting coats on and doing up zips Remember rules without needing an adult to remind Start a conversation with an adult or a friend and continue it for Use one-handed tools and equipment, for example, making snips in paper with many turns. Be increasingly independent in meeting their own Know many rhymes, be able to talk about familiar books, and be Match their developing physical skills to tasks and activities in the setting. For care needs, e.g., brushing teeth, using the toilet, able to tell a long story. example, they decide whether to crawl, walk or run across a plank, depending on washing and drying their hands thoroughly. its length and width. Become more outgoing with unfamiliar people, in the **Activities** safe context of their setting. Activities Animal sounds-phonics. Show more confidence in new social situations. Draw around animal stencils. Recall animals saw at virtual farm Hygiene-washing hands after exploring hay and mud. Small world farm animal stories. Cut out animals to match baby animal to mother. Vets role play, act out simple stories **Activities** Paint, draw & write animal names. What in the box? Touch and feel and work it out from the clues given How do we look after pets? Milk a cow Use new vocab. Talk about pets we have at home. Feed the seeds to the animals (scoop and tubs) Explore and share new role play costumes and outfits Wash the muddy animals using toothbrushes Round up the sheep (Balloons and Dog pen) Fiddly Finger Activities Put wool on sheep with tweezers Balance eggs on golf tees

Topic Links

Mathematics

Understanding the World

Expressive Arts and Design

Lifeidey	Mariemaries	onder standing the world	CAPI essive Ai is and Design
 Understand the five key concepts about print: - print has meaning - the names of the different parts of a book - print can have different purposes - page sequencing - we read English text from left to right and from top to bottom Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Engage in extended conversations about stories, learning new vocabulary 	 Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger numbers' up to 5. Link numerals and amounts: for example, showing the right 	 Talk about what they see, using a wide vocabulary Use all their senses in hands-on exploration of natural materials. Understand the key features of the life cycle of a plant and an animal. Begin to understand the need to respect and care for the natural environment and all living things. 	 Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses, etc. Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park Draw with increasing complexity and detail, such as representing a face with a circle and including details Listen with increased attention to sounds.
 Write some or all of their name. Write some letters accurately. 	number of objects to match the numeral, up to 5	Activities:	Activities:
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Activities:	Activities:	Life Cycle of Animals.	Animal songs-Old McDonald & 5 Little Ducks
Write animal's names.	Count animals in large groups	Names of baby animals.	Collage, sponge pictures & painting of animals.
Use magnetic letters to make animals names.	Match numeral to set of animals,	Find out about how people look after	Make animal puppets.
Animal stories-Farmer Ducketc.	Sort animals into 2 groups in different ways,	animals.	Shear sheep (shaving form and spoon)
Act out stories with small world figures.	Find 1 more & 1 less than a small group of animals,		Milk cow
Initial sounds of animal's names and animal noises	Add groups together,		Feed the animal's seed
Rhyming, segmenting & blending of animal names.	Count out corresponding number of animals into a field		Wash the muddy animals
Draw, paint animals	Positional language -duck pond		Animal footprints in paint