

# NURSERY MEDIUM TERM PLAN

**STARTING POINT: People Who Help Us**

**Spring 2 2019**

**Personal, Social & Emotional Development:**

- \*Share experiences with others and play in a group with friends - act out jobs with friends - take turns playing co-operatively .
- \*Use equipment and resources independently.
- \*Play games involving sharing and turn taking.
- \*Show how to care for others - when someone gets hurt, when someone is upset etc.
- \*Talk freely about home and community - parent's jobs - how do they help other people?
- \*Discuss how we can help others in Nursery.
- \*Understand and follow routines and rules/boundaries in Nursery.

**Key vocab:** Jobs, kind, caring, share, take turns, helping.

**Communication & Language, & Literacy:**

- \*Listen to stories with attention and recall - Fiction & Non-Fiction.
- \*Share own experiences about Doctors, Police etc.
- \*Follow instructions - clues for solving crimes etc.
- \*Join in with rhymes, songs, tongue twisters etc.
- \*Show awareness of alliteration.
- \*Hear/say initial sounds in words.
- \*Recap Jolly Phonics sounds, actions, letter formation
- \*Practise nippy fingers - mark making, writing etc.
- \*Practise writing own name.
- \*Use ribbons to make large movements in air.
- \*Letters & Sounds activities - Aspect 5 - Alliteration.

**Key vocab:** Fiction, Non-fiction, jobs, sounds alliteration.

**Physical Development:**

- \*Activities related to People Who Help Us - move freely in different ways, change direction to avoid obstacles, travel around climbing equipment, climb, jump off and land appropriately etc.
- \*Set up obstacles for children to negotiate pathways.
- \*Show control over an object - throwing, catching, hitting a target - squirty hoses etc.
- \*Show understanding about good health - talk about how germs can make us unwell - demonstrate how to wash hands properly, keep teeth clean etc.
- \*Practise fastening/unfastening coats, shoes etc.

**Key vocab:** Move, control, balance, climb, healthy, obstacle, germs, nippy fingers.

**Mathematics:**

- \*Recite number names in order, sequence to 10 - join in with counting songs - 5 Firefighters etc.
- \*Play counting games - use of dice, counters etc.
- \*Separate a group of objects in different ways.
- \*Compare 2 groups of objects.
- \*Use shapes appropriately for tasks - make objects from 2D shapes - fire engine, police car etc.
- \*Match shapes to pictures.
- \*Order items by weight.
- \*Mathematical activities for the Foundation Stage - counting beyond 5, introduce addition and subtraction.

**Key vocab:** Number names, count, how many, shapes, match.

**Understanding the World:**

- \*Show interest in different occupations - visits from people who work in the community - Nurse, dentist, firefighter, policeman etc.
- \*Talk about families and friends.
- \*Remember and talk about own events and experiences.
- \*Show skills in making toys work by pressing parts etc. use walkie talkies, mobile phones etc.
- \*Complete a simple program on a computer - ICT - At the vets, At the doctors etc.

**Key vocab:** local area, jobs, uniforms, equipment, tools, family.

**Expressive Arts & Design:**

- \*Join in singing songs related to people's jobs - Miss Polly, Dr. Foster etc.
- \*Engage in imaginative role play - police, doctors, firefighters etc.
- \*Use resources to make props for people's jobs - walkie talkies etc.
- \*Create representations of people and objects.
- \*Creative dance - use of ribbons - large movements.
- \*Tap out rhythms using instruments.
- \*Explore colours and experiment with colour mixing.
- \*Construct with a purpose in mind - build fire engines, police cars etc.

**Key vocab:** equipment, uniforms, 3D, 2D, rhythm.

**KEY EXPERIENCES (visits/visitors): Policeman, Firefighter, Doctor, Nurse, Dentist**

**EVALUATION/NEXT STEPS:**