

### **Personal, Social and Emotional Development**

- Be increasingly independent in meeting their own needs
- Talk about their own feelings
- Begin to understand the classroom/school rules
- Play with one or more children

\*myHappymind Module 1 Meet your Brain

Ten Ten Module 1: Created and loved by God

### **Physical Development**

- Show a preference for a dominant hand
- Be increasingly independent as they get dresses and undressed for example putting coats on and doing up zips

### **Expressive arts and design**

- Draw with increasing complexity and detail, such as representing a face with a circle and including details
- Listen with increased attention to sounds.
- Respond to what they have heard, expressing their thoughts and feelings

Drawing -Marvellous Marks Unit

### **Communication and Language**

- Following instructions
- Turn Taking
- Share ideas and thoughts with adults and peers- using talk.

## **Superheroes!**

**Autumn 1 2024**

**Beesley Class**

The big question:

**Who am I?**

### **Ways to help at home:**

- When your child starts to bring their reading book home please make sure you read daily.
- Try to encourage your child to develop their independence for example putting on their own coat

### **Literacy:**

- Begin phase 2 phonics (Red Rose Scheme)
- Discrimination of sounds developing phonologic l awareness
- Give meaning to the marks they make
- Write some letters in their name
- Fine motor pencil control
- Listen to stories and retell

### **Understanding the world**

- Begin to make sense of their own life story and family's history.
- Talk about members of their immediate family and community
- Name and describe people who are familiar to them.
- Describe what they see, hear and feel whilst outside (whilst looking at seasonal changes)
- Talk about members of their immediate family and community
- Understand the effect of changing seasons on the natural world around them

### **Mathematics:**

- Baseline assessments
- Subitising within 3
- Focus on counting skills
- Explore how all numbers are made of 1s