

Communication, Language and Literacy

- Question why things happen and give explanations.
- Build up vocabulary that reflects the breadth of their experiences
- Have confidence to speak about wants and interests
- Think about special stories (RE)
- Use language for an increasing range of purposes
- Know that print conveys meaning
- Hear and say the initial sound in words
- Give meaning to marks as they draw and paint.

Mathematics

- Count up to 10 objects by saying one number name for each
- Recognise numerals and match numerals to quantities
- Order number 1-10
- Find the total number of items in 2 groups by counting all of them
- Say 1 more or 1 less than any number to 10
- To name 2D shapes and recreate patterns.

Personal, Social and Emotional Development

- Show care and concern for others, living things and the environment
- Form friendships with other children
- Have awareness of the boundaries set and of behavioural expectations in the setting
- Take initiative and manage developmentally appropriate tasks
- Appreciate the need for hygiene.

Physical Development

- Negotiate space successfully
- Sit up, stand up and balance on various parts of the body
- Persevere learning a new skill
- Show an awareness of a range of healthy practices with regard to sleeping, eating and hygiene
- Observe the effects of activity on their bodies.

**That's life
GROWING**



**Summer 1
2019**

Expressive Arts and Design

- Capture experiences with music, dance, paint or words
- Explore what happens when they mix colours
- Understand that different media can be combined to create new effects
- Create 3D structures
- Explore and learn how sounds can be changed
- Sing to themselves and make up simple songs
- Tap out simple repeated rhythms.

Understanding the World

- Show curiosity and interest in the features of living things
- Describe and talk about what they see
- Show an awareness of change
- Investigate various construction materials
- Use tools for a purpose
- Develop understanding of growth, decay and changes over time.