

Curriculum Information for Nursery

This half term we will learn...

At Highcliffe Primary we believe a child learns best through child initiated play where they can build important life skills such as curiosity, concentration, creativity, problem-solving, use of their imagination and persistence through purposeful play experiences. Although we follow the child's lead and recognise each child's different starting points, we would like to share some of the key aspects of a child's development we will be encouraging through play this half term.

We hope our curriculum information supports you in encouraging your child's development at home.

Much of this will continue throughout the year.

Communication and Language

- To listen to and discuss stories regularly
- To follow simple instructions
- To talk about what/who they are playing with, what they like doing, what they have done
- To use word endings e.g I am going instead of I go
- To anticipate key events and phrases in rhymes



Physical Development

- To be able to put their own coat on
- To play ring games with friends
- To follow hand washing and toileting routines
- To use palmar grasp when exploring mark making equipment







Personal Social and Emotional Development

- To gain independence to self-choose activities they wish to play with
- To tidy up their activities when they have finished
- To build positive relationships with new peers and their Teachers

Literacy

- To join in and explore simple stories and rhymes
- To enjoy mark making experiences and distinguish between the different marks they have drawn or 'written'
- To listen to stories and rhymes with increasing attention and recall



Mathematics

- To know that a group of objects change in quantity when something is added or taken away through counting songs
- To recite numbers to 5
- To explore jigsaws and puzzles
- To sort/categorise objects



Understanding of the World

- To share news and talk about significant events in their own experience
- To talk about home life
- To look closely at similarities and differences
- To notice a change in the environment
- To make toys move/work by pressing buttons, turning knobs etc.



Expressive Arts and Design

- To represent objects through drawing and painting
- Build up a repertoire of songs and rhymes
- To explore and learn colours
- To join in with imaginative role play

