CAL

- Use new Vocabulary related to stories

- Enjoy listening to a range of longer stories and remember what happens

- Begin to understand questions and making predictions about stories- eg. what do you think happens next?

- Learn new vocabulary related to stories

- Be able to talk about the stories we've read and share our favourites

- Begin to use story language in our play
- UW Weekly Story Focus -Explore and talk about different forces they can feel Potion Commotion - Talk about our world and seasonal Aliens love Underpants changes in the environment The Dinosaur that Pooped - Talk about the differences between the Bed materials and changes we notice Scaly Pants the Dragon - Explore world and environments Knight different to our own Supertato - Develop positive attitudes about Sugarlump and the Unicorn different religious beliefs - Use all our senses in hands on exploration eq. making potions, slime EAD Nursery - Begin to develop more complex pretend Enchanted play based on stories eq. using costumes, Worlds props etc. - Join different materials and explore different textures - Explore colour and colour mixing with Term 4 different materials - Play instruments with increasing control A few Topic Activities this term.... Weekly Focus Witches & Wizards 1. - Sharing favourite stories for World 2. Aliens & Space Book Day 3. Dinosaurs - Supporting world charities-Red Nose 4. **Dragons & Knights** Superheroes 5. Day - Creating our own characters for 6. Fairies/Unicorns/Easter Superhero day - Making potions - Exploring alien slime - Easter cooking activity

PSED

- Engage in conversations based around our school value - Forgiveness

- Play with one or more other children, extending play ideas

- Continue to begin to be increasingly independent eg. changing for PE

- Consistently follow our class rules and understand why they are important

PE - This term in PE we will explore:

- Topic themed games
- Partner games and team games
- Throwing and catching
- Boogie sessions
- Movement with ribbons
- Making and remembering sequences and patterns of movement