Personal, Social and Emotional Development

Explains own knowledge and understanding, and asks appropriate questions of others. Aware of the boundaries set, and of behavioural expectations in the setting To make simple choices between activities. To know what they enjoy and are good at. Sharing, taking turns Golden rules Board games Role play Solving disagreements Emotions/feelings

Understanding the World

Talks about past and present events Talks about similarities and differences in things they have observed. Fact finding about dinosaurs Compare and contrast dinosaurs Role of palaeontologist – Mary Anning ICT – researching dinosaur facts using Internet Extinction Bones, skeletons and fossils

Literacy

Use phonic knowledge to read and write words and simple sentences Know that information can be retrieved from books and computers. Use vocabulary and forms of speech that are increasingly influenced by their experiences of books Comparing fiction and non fiction books Write some irregular common words. Demonstrate understanding about what they have read. Understanding what a non fiction book is Make our own non fiction book about dinosaurs Dinosaur fact sheets Label a dinosaur picture Write signs for the egg we have found e.g. Keep out, do not touch Keyword word search Phonics –Little Wandle Letters and Sounds Phase 3 Naming letters of the alphabet Handwriting – curly caterpillar letters Describing dinosaur features.

Communication and Language Development Extends vocabulary, especially by grouping and naming, exploring the meaning and sounds of new words. Develop narratives and explanations by connecting ideas or events. Listen attentively and respond to what they hear with relevant questions and comments Offer explanations for why things might happen Dinosaur books (fact and fiction) Rhyming dinosaur stories Role-play and small world Asking and answering questions Story telling

> Year R Spring Term Dinosaurs

Expressive Arts and Design

Explore a variety of materials, experimenting with colour, design and texture. Explores the different sounds in instruments.

Explores colours and how colour can be changed. Constructs with a purpose in mind, using a variety of resources.

Selects appropriate resources and adapts work where necessary.

Paint/print/draw a dinosaur.

Sketch a fossil or dinosaur bones.

Make a dinosaur skeleton using art straws. Collage dinosaurs

Explore the sounds different dinosaurs might make

Play the rhythm of dinosaur names.

Physical Development

Travels with confidence around, under, over and through balancing and climbing equipment Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. Handles tools, objects, construction and malleable materials safely and with increasing control Uses a pencil and holds it effectively to form recognisable letters, most of which are correctly formed Make dinosaurs from playdough and add other resources for the features e.g. straws for spikes. Build a dinosaur land, include a volcano, waterfall, rocks, etc. Split pin dinosaurs Dinosaur stomp

Mathematics

Counts reliably from 1 - 20 Selects the correct numeral to represent 1 to 20 objects. Orders two or three items by length or height Finds 1 more/1less than a given number. Begin to use the language involved in adding and subtracting Records, using marks that they can interpret and explain. Use positional and directional language. Days of the week Sort dinosaurs according to children's own criteria. Order dinosaur bones according to size. Measuring dinosaurs Match dinosaur footprints Counting using small dinosaurs. Cut out and order numbered dinosaurs. Build a 2d shape dinosaur Prepositions – where is the dinosaur? Estimate how many dinosaurs Addition and subtraction problem solving. Days of the week

Ways to help at home:

Can you recognise the numbers to 20? Count out that many objects around your house. Remember to read and practise your key words regularly.

Look out for the digraphs that we are learning about in your books.

Can you find out an interesting dinosaur fact?