#### Eastfield Infants and Nursery School Long Term Planning

#### Communication, Language & Literacy

- Recognising and writing our own names
- Listening and responding to others
- Singing songs
- Listening to stories and rhymes
- Re telling stories
- Communicating feelings and needs

#### **Physical Development**

- Following simple instructions
- Music and movement
- Fine motor skills
- Developing hand-eye co-ordination
- Keeping safe
- Self care independent toileting, washing hands, using tissues
- Developing spatial awareness
- Climbing and sliding

#### **Understanding the World**

- Myself and my family
- Our school family
- Seasons and Weather Autumn and
- Winter
- · Exploring the classroom and
- environment
- Using simple tools
- How to make things work
- Computers how to use the mouse, choose a program, using the drawing program.

### **Nursery**

## **Super Star me**

Topics will be more child led and planning will reflect the interests of the children. To inspire the children we will plan for themes.

These may change due to interests.

#### **Expressive Arts and Design**

- Using our imagination in play eg. Role play
- Using different materials
- Making music using different instruments and singing

#### **Story books**

- Titch
- Funny Bones
- Alfie Books
- Elmer
- The Last Noo Noo

#### **Mathematical Development**

- Recognising numbers 0-5, 6-10, and above
- Using number names in order in familiar contexts up to 10 including '0'
- Counting in order 1-3, 1-6, 1-9, 1-20
- Using simple mathematical language to describe shapes
- Using shapes to make pictures and patterns
- Using simple mathematical language to describe size
- · Comparing two lengths

# Personal, Social & Emotional Development

- Making friends and sharing and taking turns
- Learning the rules of the classroom
- The areas of the classroom resources etc
- Personal Hygiene
- Dressing and undressing for outdoor play/Role play
- Learning routines of the school day
- Knowing about ourselves what we can do

#### **Festivals**

Harvest Festival