

Expressive Arts and Design:

- Take part in simple pretend play, using an object to represent something else even though they are not similar.
- Make imaginative and complex 'small worlds' with blocks and construction kits, such as the South Pole with icebergs and animals.
- Develop storylines in pretend play.
- Investigate the best materials to build a boat.

Communication and Language:

- Ask questions and understand instructions.
- Learn and use new vocabulary.
- Follow instructions and ask questions.
- Engage in story times.

Literacy:

- Recognising phase 3 Letters and Sounds phonemes.
- Reading and writing CVC words and captions.
- Listening to and making different sounds following Phase 1 Letters and Sounds.
- Understanding the 5 key concepts of English print.
- Explore the beginning, middle and end of stories.
- Explore and discuss characters' feelings.
- Make predictions.

Understanding the World:

- Learn about different polar animals.
- Discuss and explore ways to look after polar animals and the polar regions.
- Compare and contrast our village to the polar regions.
- Learn about past and present explorers such as Ernest Shackleton and Steve Backshall.
- Investigate freezing, sinking and floating.

Polar Regions *Lost and Found*

RECEPTION

NURSERY

GLOBAL

Physical Development:

- Move in a range of ways and negotiate space.
- Develop fine motor skills e.g. pencil hold and scissors.

Personal, Social and Emotional Development:

- Forming good relationships with peers and adults.
- Creating and following class rules and boundaries.
- Showing confidence when talking to others.
- Understand different feelings.

Maths:

- Numbers to 8 including counting, ordering, writing, recalling one more and one less, making different amounts.
- Understand the conservation of number.
- Exploring and comparing length, height, mass and capacity.
- Understand numbers to 3.
- Start to use 1:1 correspondence when counting.
- Begin subitising numbers to 3.

SMART learners:

- **S** sharing ideas in front of a large group.
- **M** finding solutions to given problems.
- **A** aspiring to be an independent learner.
- **R** find new ways to solve a problem.
- **T** participate in charity work (Penguin Waddle).