



EYFS NURSERY – PLOD PLANNING - Term 3 2021-2022



ENTRY AND EXIT POINTS (WOW MOMENTS)

Entry point: Aeroplane experience

- create aeroplane set up in the class.
- boarding pass for each child
- find matching seat numbers
- airport roleplay area in class

Exit point:

- Explorer dress up day – take a trip to a new country

Communication and Language

- Know many rhymes, be able to talk about familiar books, and be able to tell a long story.
- Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions
- Develop pronunciation but may still have problems with some tenses and sounds
- Understand 'why' questions, like: "Why do you think the caterpillar got so fat?"

Personal, Social and Emotional Development

- Develop appropriate ways of being assertive.
- Talk with others to solve conflicts.
- Show more confidence in new social situations.
- Finding solutions to conflicts and rivalries
- Increasingly follow rules, understanding why they are important.
- Remember rules without needing an adult to remind them.

Physical Development

- Use a comfortable grip with good control when holding pens and pencils.
- Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.
- Collaborate with others to manage large items, such as moving a long plank safely, and carrying large hollow blocks.

Characteristics of Effective Teaching and Learning:

Playing and Exploring

Plan and think ahead about how they will explore or play with objects.

Active Learning

Keep on trying when things are difficult. Review their progress as they try to achieve a goal. Check how well they are doing.

Creating and Thinking Critically

Feel confident about coming up with their own ideas.

Literacy

- Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; writing 'm' for mummy.
- Write some or all of their name.
- Write some letters accurately

GOING PLACES

Mathematics

- Recite numbers past 5.
- Make comparisons between objects relating to size, length, weight and capacity
- Talk about and identify the patterns around them. Identify incorrect patterns
- Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'
- Combine shapes to make new ones – an arch, a bigger triangle

Understanding the World

- Plant seeds and care for growing plants.
- Understand the key features of the life cycle of a plant and an animal
- Know that there are different countries in the world and talk about the differences they have experienced or seen in photos
- Talk about the differences between materials and changes they notice.

Expressive Arts and Design

- Use drawing to represent ideas like movement or loud noises.
- Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc..
- Create their own songs or improvise a song around one they know.
- Respond to what they have heard, expressing their thoughts and feelings