

## Maths

Sequencing stories and events.  
Learning the days of the week.  
Using 2d and 3d shapes to build a castle for the Giant.  
Adding, subtracting quantities.  
Exploring doubles, eg ladybird spots and symmetry in nature.  
Counting in 1's, 2's and 10's and beginning to explore multiples of these numbers.  
Recognise and sequence numbers to 20.

## Physical Development

Developing fine and gross motor skills.  
Using tools safely.  
Writing words using a cursive script.  
Talking about how to keep safe and healthy.

## Expressive Art and Design

Exploring the work of Eric Carle and creating our own inspired by it.  
Exploring and experimenting with different techniques  
Making products for specific purposes.  
Exploring rhythm, pitch and tempo.  
Learning songs and singing.

# Once upon a time

## Understanding the World

To make observations of plants and animals.  
To learn about life-cycles.  
To develop our understanding of the human and natural world through outdoor learning opportunities linked to Forest School concepts.  
To interact with ICT for different purposes.

## Personal, Social and Emotional Development

Explore our feelings and responses to life events and stories.  
Discuss how we can care for plants and animals and how we can care for each other at home and school.  
Think about how we have grown and changed since beginning school.  
To think strategically to solve problems.

## Communication, Language and Literacy

To explore different versions of the same story and to explore stories by the same author.  
Develop our own ideas for stories.  
To keep a diary.  
Write labels and captions in meaningful contexts.  
Read words and sentences using our sounds.

