

PHYSICAL DEVELOPMENT

- Move like an animal
- Build a farm/pen for the animals
- Fine motor activities - match animal to their home, pipe cleaner animals
- Washing hands after touching animals
- Split-pin animals
- Manage own hygiene and dressing.

UNDERSTANDING THE WORLD

- Where animals live e.g rainforest, jungle, polar regions.
- Build animal homes - dens, bird boxes,
- Life cycle of animals e.g frog/butterfly
- Look at similarities and differences between animals
- Construction models of animals
- Use internet to find out more about animals
- Make animal enclosures.
- Sorting animals into sets.
- People who help us - vets, police dogs, zookeepers

PERSONAL, SOCIAL & EMOTIONAL DEVELOPMENT

Looking after/caring for animals.

How can animals help people e.g. guide dogs

Talk about their own pets

Select and use resources without help.

Talk to other children during play.

Talk about how they are feeling.

Co-operative play - work together to build or create

LITERACY

- Non fiction animal books
- Label an animal
- Make a book - lift the flap
- Write instructions on looking after a pet
- Wanted posters for missing animals
- Rhyming animals
- Retell a story
- Sequence pictures from a story
- Vets role play area
- Write an animal riddle
- Alliteration - silly animal names
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Wow Days & Activities

- Visit a pet shop
- Shrove Tuesday
- Chinese New Year - Feb 8th (Year of Monkey)
- Living eggs - chicks.
- Whitepost Farm

POSSIBLE PARENT'S PROJECTS

- Make animal masks
- Plasticine/Clay models
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TERM 3

January-February 2018

Fur, Feathers and Fangs!

Term Overview

Week 1 - Settling in

Week 2 - Pets and birds

Week 3 - Farm and woodlands

Week 4 - Under the sea

Week 5 - Safari

Week 6 - Jungle and Polar

COMMUNICATION & LANGUAGE

Riddles - describe an animal

Listening to animal stories

Phase 1 animal sounds game

Positional language games

Rhyme - clapping out syllables in name

Introduce a storyline into play.

MATHEMATICS

- Compare size of animals
- Sort animals into sets
- Add/subtract with animals in fields/farm.
- Measure length of animals
- Data handling - favourite animals
- Pet shop - money
- Counting animals
- Sharing animals into 2 fields.
- Positional language - put animal next to/in between
- Animal print - pattern
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EXPRESSIVE ARTS & DESIGN

- Animal prints & masks
- Imaginative play - rumble in the jungle
- Plasticine/modelling clay animals
- Observational drawing of animals
- Camouflage
- Small world play -jungle, farm, under the sea
- Egg box animals
- Music - different rhythms, animal name syllables

Imaginative play ideas

Vets

Jungle Explorer

Under the Sea

Pet shop

RE

- Unit 1 - myself
- Unit 3 - my special friends
- Unit 4 - special people to me

Reading Challenge

- Rumble in the jungle
- Commotion in the ocean
- Farmer duck
- Giraffe's can't dance
- Lion King
- Finding Nemo
- Madagascar
- The very hungry caterpillar
- Dear zoo
- Elmer
- The rainbow fish
- The bad tempered ladybird