Topic - Who am I?

Personal, social, emotional development Pupils will:

try different healthy foods

choose lunch items in the dining hall let us know when they are in pain, need the toilet etc.

learn new hygiene routines for school

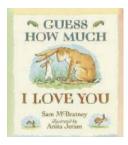
begin to say/sign feelings words starting with happy, sad, sleepy.

Communication and language

Attention autism (bucket) activities 4 times a day
Makaton signs taught (please see website for sign of the week)
PECs taught at breakfast and snack time, individual PECs folders available throughout the day
Turn taking activities
Story and rhyme times
Follow simple instructions

High Quality Texts





Physical development

Daily use of:

sensory circuit

wheelbarrows, spinning cones, den-making materials, blocks and planks, climbing frame. Scooters, trikes, 2-wheeler bikes

Gymnastics:

Develop balance, agility and co-ordination Develop flexibility, strength, technique and control Climb safely

Fine motor/OT activities daily.

Understanding the world

Pupils will explore the new environment and follow their new routines. They will begin to know where things belong and recognise familiar people.

Activities around homes and immediate families.

Expressive arts and design

Painting with a range of brushes and rollers to make different sized strokes. Mix colours.
Use colour names and signs.



Listen and attend to familiar musical activities.

Investigate different materials to build homes for the pigs.

Use rolling pins and cutters with playdough.

Literacy

Listen to a range of stories and nursery rhymes in groups and individually.

Join in with signs and repetitive words and phrases.

Mark making activities

Jigsaws and inset boards

Play activities using props from the stories and rhymes.

Maths

Developing number sense: Counting songs and rhymes Combining objects e.g., stacking bricks, cups.

Focus on making groups of 1-3 linked to our story.

Introduce and use the sign for more.

Shape and pattern activities.

Trips and Visits

• Local supermarket to buy items

Local Park