

# Summer Term 1 Unit overview

## Communication & language and literacy



### Communication and Language:

- Understand 'why' questions.
- Be able to tell a long story.
- Use longer sentences of four to six words.

### Literacy:

- Understand the five key concepts about print.
- Engage in extended conversations about stories, learning new vocabulary:
- Use some of their print and letter knowledge in their early writing.
- Write some or all of their name.
- Write some letters accurately.

## Mathematics



### Number:

- Fast recognition of up to 3 objects, without having to count them.
- Compare quantities using language: 'more than', 'fewer than'
- Solve real world mathematical problems with numbers up to 5
- Showing the right number of objects to match the numeral, up to 5

### Measure:

- Make comparisons between objects relating to weight and capacity.
- Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'

### Position and Direction:

- Describe a familiar route using spatial words.
- Discuss routes and locations, using words like 'in front of' and 'behind'.
- Understand and use positional language through words alone.

## Understanding the world



### Development matters

- Use all their senses in hands-on exploration of natural materials.
- Explore collections of materials with similar and/or different properties.
- Talk about the differences between materials and changes they notice.
- Talk about what they see, using a wide vocabulary.

## Physical Development



### Development matters

- Match their developing physical skills to tasks and activities in the setting.
- Choose the right resources to carry out their own plan. Collaborate with others to manage large items.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.

## PSED



### Development matters

- Select and use activities and resources to help them to achieve a goal.
- Develop their sense of responsibility and membership of a community.
- Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'.
- Begin to understand how others might be feeling.

## Expressive Arts and Design



### Development matters

- Use drawing to represent ideas like movement or noise.
- Join different materials and explore different textures.
- Create closed shapes with continuous lines and use these shapes to represent objects.
- Draw with increasing complexity and detail.

