

### Communication and Language

- Act out parts of a story pretending to be different characters.
- Give your character a voice.
- Use different vocabulary including new vocabulary learnt related to farming.
- Begin to have a go at answering why questions.

### Understanding the World

- The children will learn about farming and what food is grown on farms. We will make bread.
- We will plant seeds and learn about what it needs to grow.
- We will learn about the life cycle of a chick.
- We will learn about Holi and Songkran festivals

### Expressive Art and Design

- Do observational drawings of farm animals.
- Sing Old MacDonalD and make the different animal noises.
- Paint with different materials eg long grass, wheat, wool etc.
- Use construction to build a farm.

### Personal, Social and Emotional

- Talk about Mother's Day and what we like to do with our Mum's and other special people in our lives.
- Read Farmer Duck and discuss how the Duck is feeling.
- Work as a team to build farms.
- Talk about different vegetables and healthy eating. Talk about which vegetables we like. Make vegetable soup.

### Nursery Foxes Spring Term 2 Farming and Outdoors

#### Ways you can help your child

- Share books together.
- Sing Nursery rhymes and songs together.
- Go on a Spring walk and talk about what you can see.
- Ask your child to help prepare some vegetables at meal times

### Physical Development

This half term the children will start the journey of squiggle while you wiggle to help build their gross and fine motor skill. This will involve doing big movements with scarfs then drawing this on a big roll of paper. They will also go in the hall 2 days a week to either go on the apparatus of move in different ways on the mats.

### Literacy

- Continue to learn a sound a week and listen for the sound at the start of words.
- Know the first letter of name and have a go at writing it
- Begin to sequence stories and use vocabulary first, next, then, end
- Talk about their favourite book for world book day

### Number Time

- Create different ABAB patterns using different objects.
- Show finger numbers to 5
- Begin to look at 1 more and 1 less