St Edmund's Catholic Primary School

Half Termly Learning overview: Autumn 2 **Year: Early Years**

This is a summary of the learning and taking place for the half term beginning: 2.11.26

Not every subject listed is taught every week.

Subject		**Learning**
Communication and Language		Listen to the story of The Three Little Pigs. Retell the story and connect ideas using a range of connectives such as when, and ,because. Ask questions to find out more eg What happened to the straw house?
Personal, Social and Emotional Development		Identify and moderate their own feelings and behaviour during local visits outside of school. Show resilience and perseverance in the face of a new challenge eg performing the Christmas Nativity.
Physical Development inc Forest School		Develop fine motor skills by using a range of tools confidently, competently and safely, eg pencils, paint brushes and scissors. Develop overall body strength, balance coordination and agility in Forest School.
Religious Education		Understand that during November we remember those who have died. Know that Advent is a time when we are getting ready for Jesus' Birthday. Act out and retell the Christmas Story.
Literacy	**Reading**	Blend sounds into short words. Read a few common exception words including of, are, was, all, come and some. Re-read books to build up confidence, fluency, understanding and enjoyment.
	Writing	Write common exception words eg is the am of for Form lower case letters correctly c,o,a,d,g,q,s (Abracadabra family, all letters pull around and push.)
Maths		Select, rotate and manipulate shapes in order to develop spatial reasoning skills by making shape pictures and jigsaws. Identify and compare small quantities in familiar patterns. Eg dice, tens frames, numicon
Understanding of the World		Compare and contrast characters from stories of the past eg Guy Fawkes. Recognise that people have different beliefs and celebrate special times in different ways eg Christmas. Know and demonstrate how we can care for our pet rabbit.
Expressive Arts and Design		Explore and engage in music making and dance using instruments and voices. Perform songs to an audience. Use a range of materials to construct with and solve problems collaboratively.