

Literacy

We will be reading *Who Sank the Boat* by Pamela Allen. We will be talking about who our favourite characters are and begin to predict what will happen at the end of the story.

We will also carry on reading non-fiction books about transport.

Expressive Arts and Design (EAD)/ Understanding of the World (UW)

We will be challenging ourselves to make a boat from junk modelling materials and seeing if we can get it to float. We will be 'problem solving ants' as we find the best way to build our model and then race them in water!

If you have any plastic junk modelling at home which would be good for building boats (e.g. yogurt pots, Flora containers, etc) we would be very grateful if these could be brought in, thank you!

Communication and Language (CL)

We will be continuing to encourage the children to talk about any journeys they have made. We will compare journeys they have made on trains, buses, cars, boats or planes.

We will also be recalling our story of the week *Who Sank the Boat* and encouraging the children to talk about what is happening in the story and being able to describe the different animals.

18.05.26

Nursery Learning



Transport – Air and Sea

Personal, Social and Emotional Development (PSED)

During circle time this week we will be talking about the importance of keeping clean. We will be reminding the children about why we wash our hands and know it is important to do this before we eat and after we go to the toilet.

Maths

This week we will be revisiting numbers 1-5. We will be focusing on the recognition of the numbers, as well as counting objects accurately and knowing 'more' and 'less'. The children will take part in a range of practical activities such as counting toys, singing number songs and comparing groups of objects. We will also do some of these activities on our trips to the woodlands.

Physical Development

We will be developing the children's fine motor skills through their model making. The children will explore a range of materials and will be encouraged to cut, stick and build to create their models, developing both their control and creativity.