Curriculum Coverage Spring 1 – Oak Room



My House is My Home

Text	Peace at Last Jill Murphy Peace at Last JIL Murphy	Elmer David McKee	Super Duper You Sophy Henn	Dear Zoo Rod Campbell Dear Zoo	The Detective Dog Julia Donaldson	Tabby McTat Julia Donaldson
Communication & Language Question Talk Tuesday	What do you do at bedtime? Do you have a favourite teddy? Or a favourite bedtime story?	How are you the same/different to the person next to you?	What is your favourite game to play? Why do you like to play that game?	Which animal would you have liked to have received?	What is a puppy? Are all puppies the same?	What do pets need? Do different pets need different things?
Vocabulary (including a range of nouns, verbs and describing.)	Alarm clock Sang Drip Tired	Herd Patchwork Slipped Short/tall	Lullaby Stomp Twinkly Proud	Zoo Camel Wrote Sent Fierce	Whiskers Yacht Chewing Frowned Well behaved	Busker Pouncing Checked
Literacy	Phase 2 Phonics - s	Phase 2 Phonics – a	Phase 2 Phonics - t	Phase 2 Phonics - p	Phase 2 Phonics - i	Phase 2 Phonics - n
Maths	Time – egg timers. How many can you write in 1 minute.	Patterns. Using multilink cubes to create Elmer.	Measuring length. My hand is cubes long. My foot is cubes long.	Number recognition and counting – small world zoo. Placing correct number of animals in enclosures.	1:1 Counting – counting dog bones into bowls – matching to correct numeral.	2D shapes – Using shapes to collage a cat.
Understanding the world	Look at 'The Family Book' – discuss different types of families. Are all families the same?	Comparing ourselves to our friends. Looking for similarities and differences.	Senses. What do we use our eyes/nose/mouth/ Hands/ears for? Sensory tray for touch/smell/sight/	Where do the animals in the story come from? Do we find them in this country?	Altering the smell of play dough. Discussing different scents and how we use our nose to smell them.	Look at different kinds of pets and how to care for them.
Expressive Arts and Design	Music Playing instruments to the story. Creative Activity Junk modelling houses. Role Play Pet Shop	Music Learning rhythm – with clapping Creative Activity Collaging Elmer Role Play Pet Shop	Music Rhythm with instruments. Creative Activity Face outlines and resources to add on eyes and hair. Role Play Pet Shop	Music Sing down in the jungle. Add in animals from the story. Creative Activity Painting animals. Role Play Pet Shop	Music Learn and sing BINGO. Creative Activity Cutting and sticking dog pictures from magazines. Role Play Pet Shop	Music Sing and learn 'I have a pet'. Creative Activity Junk modelling busker guitars. Role Play Pet Shop
PSED	Circle Time – What does sharing mean?	Circle Time – How does it make us feel when others share with us.	Circle Time – Nursery toys are for everybody.	Circle Time – Sharing and good/bad choices.	Carpet Time – Turn taking game on the carpet.	Carpet Time – Telling a grownup.