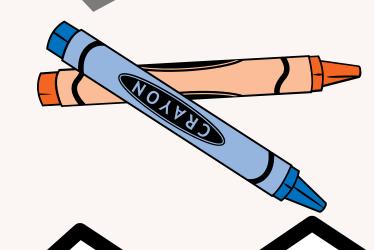
EYFS Curriculum Letter

How can I make it?

This term your child will be learning to...

Expressive Art and Design

Use a wide range of materials to make new things and learn new skills whilst constructing and making. Begin to plan their creation e.g. by drawing and labelling. Investigate colour mixing. Create models linked to celebrations, such as fireworks and cards.



<u>Literacy & Drawing Club</u>

Learning new vocabulary. Re-telling a range of stories. Continue to learn phonemes and digraphs and use this knowledge to read and write simple words. Forming lower case letters correctly.

Term 2



Through playing and exploring children will learn to construct with a purpose. They will develop the use of a range of materials and tools, and will begin to use them in different and unusual ways. As they begin to make links between their ideas, they make choices, check how well they are doing, and concentrate on achieving what they set out to do.



<u>Key Texts</u>

·Room on the Broom

·Whatever Next

·One two buckle my shoe

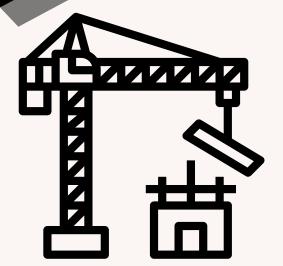
·The Gingerbread Man

·Jolly Christmas Postman

·The Snowman

Understanding the World, including RE

Begin to talk about people or events from the past. Explore changes in materials. Think about people who are special and why.



Maths

Recite and order numbers to 10. Develop accurate 1-to-1 correspondence when counting objects. Investigate the composition of numbers 3 and 4, including number bonds. Make repeating patterns. Compare the weight of different objects. Select, rotate and manipulate a range of 2D and 3D shapes.



EYFS Curriculum Letter



Term 2



phoneme
grapheme
digraph
vocabulary
rhyme
author
illustrator

Bonfire Night

<u>Understanding the</u> Remembrance Day

<u>World</u> Halloweeen

Christmas
Bonfire Night
Remembrance Day
Halloweeen
special
celebration
tradition

Key Vocabulary

Maths

weight
light
heavy
repeating
next to
behind

number
three
four
number bond
shape
pattern

Expressive Arts and

Design

construct
build
tools
materials
improve
mix
create