

Kingsdown Nursery School
Theme – Traditional Tales

Communication and Language	Physical Development
<p>Read and re-tell traditional stories</p> <p>Develop play around favourite stories using props</p> <p>Begin to understand the key concepts in print such as print has meaning, is read from left to right in English and page sequencing</p> <p>Understand ‘why’ question such as ‘why did Goldilocks run away?’</p> <p>Join in with repeated refrains and begin to anticipate key events in stories</p> <p>Talk about familiar books and tell a story</p> <p>Use talk to organise themselves and their play</p>	<p>Begin to use one-handed tools such as scissors to make snips in paper</p> <p>Show a preference for a dominant hand</p> <p>Practice putting on clothing and dressing when wearing dressing up clothes or to go outside</p> <p>Use a comfortable grip with good control when using pens, pencils to make marks or write letters in our names or those of story book characters</p> <p>Skip, hop, stand on one leg and hold a pose when moving to music</p> <p>Start taking part in some activities which they make up for themselves such as acting out stories outside like The Three Billy Goats crossing the bridge</p>
<p>Related Vocabulary</p> <p>Story, book, page, word, next, end, talk, why, wonder, page, cover, once upon a time, happily ever after</p>	<p>Related Vocabulary</p> <p>Snip, write, draw, letter, zip, button, on, off, hood, gloves, scarf, hat, under, over, still, skip, hop, jump, music</p>
Expressive Arts and Design	Understanding the World
<p>Remember and sing entire songs such as ‘When Goldilocks went to the house of the bears’</p> <p>Respond to what they have heard expressing their thoughts and feelings</p> <p>Join different materials and explore different textures such as making houses for the Three Pigs or a furry bear collage</p> <p>Explore the sounds of different instruments</p> <p>Manipulate materials to create a planned effect</p> <p>Use various construction materials to build a bridge for goats or a house for a little pig</p> <p>Act out a traditional story outside</p>	<p>Use simple programs on the whiteboard or tablet</p> <p>Enjoy playing with small world sets linked to the theme</p> <p>Talk about why the Gingerbread Man couldn’t get across the river and how he could have solved that problem another way</p> <p>Use the cameras on the tablets to take photos to make a book re-telling a traditional tale</p>
<p>Related Vocabulary</p> <p>Song, sing, texture, rough, smooth, soft, hard, bumpy, strong</p>	<p>Related Vocabulary</p> <p>Tablet, program, problem, solve, camera, photo, video, story, remember</p>
Mathematics	Personal, Social and Emotional Development
<p>Develop number and counting skills by counting objects in stories such as bowls, chairs and beds</p> <p>Solve mathematical problems such as setting the table for breakfast</p> <p>Compare the number of objects in two groups by counting how many people are on each side of the river</p> <p>Discuss routes and locations such as a way to Grandma’s house or where the Gingerbread Man ran</p> <p>Begin to describe a sequence of events, real or fictional, using words such as ‘first’, ‘then’</p>	<p>Try to help each other or give comfort when others are distressed such as the kind old lady in the Magic Porridge Pot</p> <p>Talk with others to avoid conflict using storybook characters as an example</p> <p>Play with one or more children extending and elaborating play ideas</p> <p>Begin to understand how others may be feeling such the Giant losing his gold or the Troll not hearing the word ‘please’</p> <p>Safely explore emotions beyond the normal range through stories and songs</p>
<p>Related Vocabulary</p> <p>First, next, through, down, up, around, next to, then, how many, more, fewer, altogether, 1,2,3,4,5,6,7,8,9,10</p>	<p>Related Vocabulary</p> <p>Kind, help, please, thank-you, share, turn, wait, sad, happy, angry, worried, talk, words, care</p>