MORNING CLUB

Week Commencing: 5th October 2020

DAILY: Welcome, introduce activities and story or group time. Continuous provision for child-initiated learning.

MINDFULNESS: Emotion Stones

WEEKLY STORY: Elmer and the Hippos by David McKee

Reading stories to children helps them to develop an interest in books, develop a love of reading and through stories Care and Play will enrich your child's vocabulary.

FINGER GYM: This week the task is to race the cars inside the lines

MATHS: This week the task is to make comparisons between 1 and 2 (visual – numbers on the floor using masking tape).

MONDAY	STORY: Elmer and the Hippos (sharing and turn taking) Tune into blending (robot arms)	Water exploration Finding out which objects sink and which objects float.		
TUESDAY	STORY: Elmer and the Hippos (sharing and turn taking) Tune into blending (robot arms)	Role play car wash Washing cars of different sizes and introducing the language of size (big and little).		
WEDNESDAY	STORY: Elmer and the Hippos (sharing and turn taking) Tune into blending (robot arms)	Making and creating an Elmer using different shapes.		
THURSDAY	STORY: Elmer and the Hippos (sharing and turn taking) Tune into blending (robot arms)	Correctly sorting objects by placing them onto the right coloured segmen on the table.		

FRIDAY	STORY: Elmer and the Hippos (sharing and turn taking) Tune into blending (robot arms)	Role play tea party Introduce lots of questioning.	
LEARNING AREAS AND OBJECTIVES	Personal, Social and Emotional Development: Making Relationships 16-26: Plays alongside others. 22-36: Interested in others' play and starting to join in. Seeks out others to share experiences. May form a special friendship with another child. 30-50: Keeps play going by responding to what others are saying or doing. Demonstrates friendly behaviour.		
	Communication and Language: Listening and Attention 16-26: Listens to and enjoys rhythmic patterns in rhymes and stories. 22-36: Listens with interest to the noises adults make when they read stories. 30-50: Listens to stories with increasing attention and recall.		
	Communication and Language: Understanding 16-26: Understands simple sentences. 22-36: Understands who, what and where in simple questions. Developing understanding of simple concepts (big, little). 30-50: Beginning to understand why and how questions.		
	Literacy: Reading 16-26: Interested in books and rhymes and may have favourites. 22-36: Repeats words or phrases from familiar stories. 30-50: Listens to and joins in with stories and poems, one to one and also in small groups. Listens to stories with increasing attention and recall.		
	Mathematics: Shape, Space and Measure 16-26: Uses blocks to create their own simple structures and arrangements. Enjoys filling and emptying containers. 22-36: Notices simple shapes and patterns in pictures. Beginning to categorise objects according to properties such as shape or size. Beginning to use the language of size. 30-50: Shows interest in shape by sustained construction activity or by talking about shapes or arrangements. Uses shapes appropriately for tasks.		

AFTERNOON CLUB

Focus: People who help us

Week Commencing: 5th October 2020

DAILY	Welcome, introduce activities and story or group time. Continuous provision for child-initiated learning.				
MINDFULNESS	Emotion stones.				
LETTERS AND SOUNDS	`S' Letter formation. Tune into blending – robot arms (children wait until `blending hands')				
WEEKLY STORY:	Elmer and the Hippos by David McKee Reading stories to children helps them to develop an interest in books, develop a love of reading and through stories Care and Play will enrich your child's vocabulary.				

MONDAY	Daily walk (physical development and mindfulness) STORY: Elmer and the Hippos (sharing and turn taking) Letter formation – paint. Tune into blending.	Role play – tea shop. Can you make a Fire Engine using the shapes provided?	
TUESDAY	Daily walk (physical development and mindfulness) STORY: Elmer and the Hippos (sharing and turn taking) Letter formation – drawing. Tune into blending.	Doctors Surgery role play. Dressing up outfits. Can you make an Ambulance using the shapes provided?	
WEDNESDAY	Daily walk (physical development and mindfulness) STORY: Elmer and the Hippos (sharing and turn taking) Letter formation – moving cars over the letter. Tune into blending.	Can you make a Fire Engine using the shapes provided? Number and Shape Game (can you go to number 1; can you stand on the circle etc.)	
THURSDAY	Daily walk (physical development and mindfulness) STORY: Elmer and the Hippos (sharing and turn taking) Letter formation – gluing and sticking. Tune into blending.	Daily walk to incorporate lots of open questioning. Can you make an Ambulance using the shapes provided?	

	STORY: Elmer and the Hippos (sharing and turn taking) Letter formation – paint. Tune into blending.	Number and Shape Game (can you go to number 1; can you stand on the circle etc.)		
LEARNING AREAS AND	Personal, Social and Emotional Development: Making Relationships			

LEARNING AREAS AND OBJECTIVES

- 16-26: Plays alongside others.
- 22-36: Interested in others' play and starting to join in. Seeks out others to share experiences. May form a special friendship with another child.
- 30-50: Keeps play going by responding to what others are saying or doing. Demonstrates friendly behaviour.

Communication and Language: Listening and Attention

- 16-26: Listens to and enjoys rhythmic patterns in rhymes and stories.
- 22-36: Listens with interest to the noises adults make when they read stories.
- 30-50: Listens to stories with increasing attention and recall.

Communication and Language: Understanding

- 16-26: Understands simple sentences.
- 22-36: Understands who, what and where in simple questions. Developing understanding of simple concepts (big, little).
- 30-50: Beginning to understand why and how questions.

Literacy: Reading

- 16-26: Interested in books and rhymes and may have favourites.
- 22-36: Repeats words or phrases from familiar stories.
- 30-50: Listens to and joins in with stories and poems, one to one and also in small groups. Listens to stories with increasing attention and recall.

Mathematics: Shape, Space and Measure

- 16-26: Uses blocks to create their own simple structures and arrangements. Enjoys filling and emptying containers.
- 22-36: Notices simple shapes and patterns in pictures. Beginning to categorise objects according to properties such as shape or size. Beginning to use the language of size.
- 30-50: Shows interest in shape by sustained construction activity or by talking about shapes or arrangements. Uses shapes appropriately for tasks.

Expressive Arts and Design: Being Imaginative

- 16-26: Pretends that one object represents another, especially when objects have characteristics in common.
- 22-36: Beginning to make believe by pretending.
- 30-50: Engages in imaginative role play based on own first-hand experiences. Uses available resources to create props to support role play.