The Palmer Academy Nursery Topic Overview

Prime Areas: Personal, Social, Emotional Development, Communication and Language, Physical Development

Specific Areas: Understanding the World, Maths, Literacy and Expressive Art and Design

Communication and Language Listening and Attention, Speaking, Understanding	**Physical Development** Moving and Handling, Health and Self Care	**Personal, Social & Emotional Development** Making Relationships, Self-confidence and Self-awareness
*Following instructions i.e. the Nursery rules *Answer how, why and what questions * Listening & responding in their Key groups * Hearing sounds in the environment	*Playing team games *Dance *Mark making *Name writing *Pencil control *Fine Motor Skills i.e. using scissors without support	*Rules and responsibilities e.g. kind feet, kind hands, kind words *Turn Taking and sharing *Making and keeping friends *Forming good relationships with children and adults (especially key adult)
Key Stories	Term 1 All About Me	**Literacy** Reading and Writing
*Stories form other cultures *Titch *Have you filled a bucket today? *Funny Bones *Who's in my family? *Polar Bear, Polar Bear what do you hear?		Reading * Answering questions from stories and talk about illustrations *Listening to sounds in the environment Writing- * Writing names *Giving meaning to marks they make
Mathematics Number and Shape, Space and Measure	**Understanding the World** People and Communities, The World, Technology	**Expressive Arts and Design** Exploring Materials and Media, Being Imaginative
Number- *Number Rhymes *Representing numbers on fingers *1:1 correspondence *Counting out objects from a larger group *Matching numeral to quantity *finding numerals in the environment Shape, space and measure – *talking about similarities in shapes int the environment *naming shapes rectangle, triangle, circle & square	* Talking about family and friends *Talking about similarities and differences between themselves and others *Talking about past events	*Using different materials to represent people, places. * Copying rhythms *Role-playing events