



Nursery Weekly Overview for Online Learning

Week beg: Monday 18th January 2021

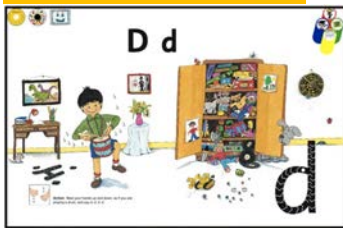
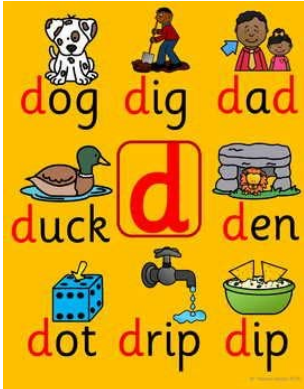


**An activity will be available on Tapestry daily.
Please upload evidence of learning each day.**

<p>Ongoing Practice for EYFS</p>	<p>Reading Eggs Login details were handed out last term. Please see message on Tapestry if you need another login.</p>  <p> Name writing with a capital letter at the beginning, followed by lowercase letters, all formed correctly. Please keep practicing writing their names. Encourage the children to use a pincer grip and hold the pencil/pen near the tip.</p> <p> Makaton signing This week we would like you to practice the makaton signs that we have learnt. Sing the 'wash your hands' song with the singing hands https://www.youtube.com/watch?v=v05MpH7DYhs</p>
<p>Maths Wednesday</p> 	<p>Focus: To recognise and describe 2d shapes</p> <p>Learning Intentions: I can recognise and name some 2d shapes</p> <p>Key vocabulary: Circle, square, triangle, rectangle, curvy, straight sides</p> <p>Key questions: What is the name of this 4 sided shape? How many sides does a triangle have?</p> <p>Input: Listen to the 2d shape song https://www.youtube.com/watch?v=w6eTDfkvPmo Have a selection of shapes in a tray. Show children all the shapes. Remove a shape and ask the children to name the shape that has gone missing. Reveal the missing shape. Count</p>

	<p>the sides. Repeat this with the other shapes.</p> <p>Task: Can you use some 2d shapes to make the Gingerbread man a shape house</p> <p>Challenge: Play the gingerbread counting game</p> <p>https://www.topmarks.co.uk/learning-to-count/gingerbread-man-game</p>
<p>Understanding the world Thursday</p> <p>Investigate: What would happen if the Gingerbread man got wet?</p> 	<p>Focus: Why did the Gingerbread not swim across the river? Let's find out why!</p> <p>Learning Intention: To talk about and discuss what happens when the Gingerbread man (or any biscuit) gets dunked into water.</p> <p>Key questions: What would happen if the gingerbread man got wet? Predict: Discuss and share your ideas with a grown up. Why did the Gingerbread man not swim across the river? Why do you think he didn't want to get wet? What do you think would happen to him if he did get wet?</p> <p>Key visuals: Story Gingerbread man or biscuit Water</p> <p>Input: Talk about why the Gingerbreadman did not want to cross the river. Discuss with the Nursery that the story never told us what would happen if he went into the water. Explain how we would like the children to carry out a really simple experiment to see what happens to the gingerbread man.</p> <p>Task: Children to discuss or take pictures of what happened when they put the gingerbread man in water.</p> <p>Please upload pictures on Tapestry. We would love to hear about your findings.</p> 

Phonics and writing
Tuesday



This week we will learn a new sound. The letter of the week will be 'd' and we will practise the sound

Learning intention:

I can recognise, hear and say the d sound.

Key vocabulary:

Phonics, sounds, letter.

Key question:

Can you think of any words that begin with these sounds?

Input:

Have a quick recap with all the sounds that the children have learnt so far. The sounds already learnt are:

S, a, t, p, i, n, m and c

Sing the jolly phonics d song.

Have a bag/box with some objects that start with the letter d. Reveal the items and emphasise the letter d when naming the objects.

Can you practise writing the letter d
Chocolate mark making



Tasks:

Say and recognise the d sound. Practice writing the d sound on paper or in chocolate.

Challenge activity:

Can your child write the letters themselves?

Can your child find any other objects that begin with the same letter?



Upload your videos or pictures on [Tapestry](#).

Communication and Language (Monday)



Introduce the story of the Gingerbread Man

Learning intention:

I can listen to and join in with the story of the Gingerbread man

Key vocabulary:



Happy, sad, hungry, tired, angry, fast

Key visuals:

Gingerbread man story
Story cards to sequence

Input:

Introduce the story of the Gingerbread man to the children.
Watch and listen to the story of the Gingerbread man.

	<p>Sequence the story. Have some pictures from the story and children to point to the pictures to sequence the story.</p> <p>Task: Please encourage your child to join in with the story. Maybe the children can try and retell the story to a grown up. Remember to join in with the repetitive refrain 'run, run, as fast as you can you can't catch me i'm the Gingerbread man'.</p> 
<p>Wellbeing/Creative and Fun (Friday)</p> 	<p>The Gingerbread man spent all his time running and got very, very tired. Let's help him to relax and do some calming mindfulness exercise with him.</p> <p>Task: https://www.youtube.com/watch?v=CCRXpkjkNDU</p>