



Nursery's Curriculum Goals

<p>PSED To become a 'Patient Penguin' who happily plays and interacts with others, sharing ideas, feelings and resources; valuing self and accepting others' needs; independent in self-care, looking after our resources and turn taking, making good choices.</p>	<p>C&L & Role-play To become an everyday 'Happy Chatter' in play and focussed sessions, showing the ability to listen, follow instructions, concentrate, think through and negotiate plans and ideas with real and imaginary thoughts, hearing, learning and using exciting new Goldilocks words, being a helicopter storyteller.</p>	<p>PD Outdoor To become a confident 'Risk Taker' and develop body strength when using the sports equipment, climbing up, across and down the climbing area, whizzing on the bikes and digging and building various items to construct.</p> 	<p>Reading To become a 'Sparkly storyteller' readily accessing books for pleasure, turning pages individually, describing characters and scenes through illustrations and knowledge of favourite stories, recognising some symbols and letters of personal interest in their environment including digital material, finding out important information about interesting things.</p>
<p>Phonics To become a 'Sounds superhero' with clever hearing, matching, discrimination, remembering, sequencing and creating exciting sounds in everyday play, with awesome rhyme awareness and an ear for segmenting and blending orally.</p>	<p>Pre-Writing Skills To become a 'Funky Finger' champion who builds up hand and whole-body strength through adventurous play, cycling, cutting, digging, pouring, cutting, squeezing to be able to enjoy mark making readily and confidently with a good grip.</p>	<p>Maths To be a 'problem solving detective' using mathematical knowledge and language across all areas of everyday play and problem solving. Subitising, counting and representing marks to at least 5 and matching, measuring and comparing all sorts.</p>	<p>Construction To build a 'Crafty Construction' model though knowledge of the real world and use of 'funky fingers', carefully balancing or sticking, adjusting, and adapting, using vocabulary to explain about shapes and arrangements building with purpose.</p>
<p>UW To become an 'Intrepid Explorer' who investigates challenges with an inquiring mind and uses a breadth of vocabulary and investigative tools to observe, remember, explain and predict, understanding that our differences are exciting and caring for our environment is our job in a world where we are proud to belong</p>	<p>Art To become a 'Creativity Expresser' who develops and practices ideas using embedded skills, techniques and knowledge of experiences and artists to represent what we can see, feel and imagine.</p>	<p>Music & Dance To become a little 'soundtrack superstar' creating music and dances for our stories and feelings, exploring a wide variety of instruments, attempting to play them loudly, softly, fast and slowly whilst developing an ear for pulse and pitch through hearing and singing.</p>	

