Inspiring Awe and Wonder Use stimuli to motivate and inspire –artefacts, books, videos, outside learning, our locality.	Problem Solving and Thinking Skills Creative thinkers, independent learners, real-life challenge, controlled risk-taking, resourcefulness, collaboration, thinking skills.	Nurturing Responsible Citizens Caring for the environment, make decisions, links in and around Peterlee, other communities and the environment.
 Personal, Social and Emotional Education Circle time: Learning names, circle time games etc. Begin to assess indoor and outdoor with support and independently. Deciding on and following class rules. Modelling manners and behaviour. Reinforce routines for younger children joining. Importance of perseverance. Making choices about equipment Listening to and responding to instructions from adults. Becoming independent in all aspects of self-care. Using the toilet independently. Sharing with others. Turn taking. Talk with others to solve conflict. Help look after and take care of the equipment by tidying up at the end of each session with support and independently. 	Key Question: Who is in the rhymes?	 Circle time: Listening to others, remembering discussions and responding to others. During Play: Using language during role play, negotiating activities etc. Phonics: Phase 1 Share rhymes, books, listen to speech sounds, environment sounds Provide focused activities eg, characters and Nursery Rhyme sacks Set up shared experiences in role play to foster spoken language.(Think about children's interests.)
	Key Visit/Visitor:	
	Nursery Rhymes	 Encourage correct use of language, model in play and in the reading area. Sing a range of songs.
	Nursery Autumn Term 1	Mathematics
 Literacy Mark-making in all areas. (large scale mark making) Focused time modelling writing. Phase one Little Wandle- Letter and Sounds activities. Story sequencing and developing understanding of structure. Provide good quality books to encourage love of books. Books relating to topic. Rhyming Books Have child made books in the classroom 	Theme Map 2022-23	 Representing/mastering numbers in different ways. Counting, cardinality and subitising. Model skills in areas indoor and outdoor. Number rhymes Making number books with photos Provide number labels for children in role play areas. Block area to promote use of shape and how they can be arranges in construction.
	Special Events/Festivals Settling Children. Meeting the parents	 Comparing sizes Provide rich and varied opportunities for comparing length, weight ,capacity and time.
	Physical Development	Expressive Art and Design
 Understanding the World Talk about environments in rhymes eg Humpty's wall, the well in Jack and Jill and use books to encourage interest. Role-play in the home corner. Look at environment features in our setting. (Outdoor areas) Looking at photographs of environments and encourage language. Going on walks to explore the local area. Provide opportunities to observe and explore - nature walks 	 Exploring different ways of travelling. Hopping, jumping, jogging, crawling, balancing, Dance- moving to music. Acting out rhymes Provide large portable equipment for children to move safely. Listening to instructions and following rules during outdoor play. Access to malleable equipment/materials to develop fine motor skills. Look at cutting skills and pencil skills Letter join patterns, eg sand, foam. Promote independence en putting on coats shoes 	 Using a variety of media to create representational pictures. Observational paintings. Representative/imaginative play in home corner. Offer access to a range of instruments and sound making materials. Singing and experimenting with sounds and instruments. Mixing colours and combining materials. Set up role play situations and respond to children's interests. Construction kits for children to explore and experiment with. Develop skills in making and combining materials eg College

• Promote independence eg putting on coats, shoes, wellies, washing hands

Humpty's, colour combined with natural materials.Sing songs remembering the words.