

Week 5-2nd October

This week In Oak class:

Maths

We are comparing size, mass and capacity.

Water play will include lots of different sized containers.

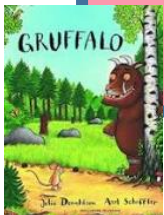
Weighing scales, rulers and metre sticks to look at how we measure.



Expressive Arts and Design

Our role play area will become a Birthday party this week- we will talk about party food, games and how we celebrate our birthdays.

We are reading stories that the children are familiar with so that they can join in with reading it.



Phonics

Now we know the names of the pictures for each sound, we are learning the next five letter sounds

i,n,p,g,o

You can watch the videos for these sounds on our school's virtual classroom on our website:

https://www.loxwoodschoo.com/web/phonics_and_early_reading/635274



Personal, social and emotional development

We are going to look at the Colour Monster story this week and how it feels to be happy- what can we do to make our friends feel happy?

We are playing games in small groups and focusing on the children getting to know each other and their names.

The children are working hard and doing a great job at sitting on the carpet to listen to a story or to sing a song.



Understanding of the world

Using the 'this is me' books that the children have made, we are sharing special moments in class in small groups or one to one where we look through their books and talk about the pictures and words are in them.

Talking about and drawing our families and discussing how each family is different.

Writing

Mark making activities, we are writing the letter sounds i,n,p,g,o in the sand, using big chalk to write on the floor outside.

We are using pencils and pens to write and draw on paper.

Colouring in pictures continues as a way to mark make.



Physical Development

The children continue to explore inside and outside- gross motor skills outside include using the bikes and trikes, climbing and jumping over the grassy blocks, playing with balls.

Inside- fine motor activities have included playdough, mobilo, and threading.

