



A Unique Child	+	Positive Relationships	+	Enabling Environments
with teaching and support from adults				
= Learning and Development				

Aspects: <u>Personal, Social and Emotional Development – Self Regulation – 1, Managing Self -2, Building Relationships - 3</u> <u>Communication and Language – Listening, Attention and Understanding – 1, Speaking -2</u> <u>Physical Development – Gross Motor Skills – 1, Fine Motor Skills - 2</u> <u>Literacy – Writing - 3</u> <u>Mathematics – Numbers – 1, Numerical Patterns - 2</u> <u>Understanding the World – People, Culture and Communities - 2</u> <u>Expressive Arts and Design – Creating with Materials – 1, Being Imaginative and Expressive - 2</u> Characteristics of Effective Learning: Playing and Exploring (engagement) – Finding out and exploring, Playing with what they know, Being willing to ‘have a go’ Active Learning (motivation) – Being involved and concentrating, Keeping on trying, Enjoying achieving what they set out to do Creating and Thinking Critically (thinking) – Having their own ideas, Making links, Choosing ways to do things
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Key Resources	Points to Consider	Effective Practice	Vocabulary / key questions
Open shelving Shelving for display Storage Books – fiction and non fiction Photographs of constructions such as eiffel tower Wooden blocks Construction sets Train track Small world play Loose parts Mark – making equipment Tyres, planks and crates Large wooden blocks Tubes and guttering, funnels, buckets	<ul style="list-style-type: none"> Large carpeted area Large varied outside area Adult role : <ul style="list-style-type: none"> Model skills involved in building and modelling Model use of appropriate vocabulary Support children in making and extend their learning 	Provide opportunities for : <ul style="list-style-type: none"> Handling and exploring equipment Making models with adult support Making models independently Working collaboratively on a group model Designing and making for a purpose Talking about theirs and others work Explaining to an adult the making process Following instructions Looking at books and plans Recording own work Dismantling models and checking components Using stories/experiences for a stimulus. 	Big(ger) Small(er) Short(er) Tall(er) Circle, square, rectangle, sphere, cube, cone. Component part names. Number names (0-20) Positional language. Directional language. Tell me about?