

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

= Learning and Development

Aspects:

Personal, Social and Emotional Development – Self Regulation – 1, Managing Self – 2, Building Relationships - 3

Communication and Language - Listening, Attention and Understanding - 1, Speaking - 2

Physical Development - Fine Motor Skills - 2

Key: aspects underlined are a particular focus of this area

Literacy - Comprehension - 1, Word Reading - 2

Mathematics - Number -1, Numerical Patterns - 2

Expressive Arts and Design - Being Imaginative and Expressive - 2

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

Creating and Thinking Critically (thinking) – Having their own ideas, Making links, Choosing ways to do things			
Key Resources	Points to Consider	Effective Practice	Vocabulary / key questions
Ipads Computer and Whiteboard Camera on Ipad Role play – kettle, toasters, washing machine, telephones, cameras Small world play – things that move Duplo Train track Tools and equipment – scissors, hole punch, stapler, screwdrivers, hammers etc	 1 child allowed on each lpad. Time allowed for children on the lpad. Resources easily available. Skills to be taught through focused activities. Adult role To ensure safety and appropriate use of equipment at all times.	 Provide opportunities for: To observe how children use equipment. To allow children to explore and experiment. To give confidence to try new things. To encourage children to solve problems and extend their thinking. Investigate different toys and how they work. To find ways to communicate – pictures, writing, through sound. Using creative programs to drew and paints. To allow children to role-play with equipment that is relevant to their lives. 	 Computer, mouse, computer, keyboard, CD, screen, monitor, google, use of, safety on line, Safeguarding, You tube, research, finding out, selfie On, off. Turn, move, spin, twirl. Clockwork, electricity, Backwards, forwards, up, down, sideways, left, right. Eject, click, double click, rewind, crash.