

Pirates Birth - Three

Personal, Social and Emotional Development	Communication and Language	Physical Development	
<p>Develop friendships with other children. Grow in independence, rejecting help ("me do it"). Sometimes this leads to feelings of frustration and tantrums. Begin to show 'effortful control'. For example, waiting for a turn and resisting the strong impulse to grab what they want or push their way to the front. Show more confidence in new social situations. Play with one or more other children, extending and elaborating play ideas. Increasingly follow rules, understanding why they are important.</p> <p>Activities Role play being a pirate outside on pirate ship. Build up small world pirate stories as a group Choose appropriate Pirate resources to support their play. Play games in big hall as part of Pirate and Princess Day. Work together to find the right key for the treasure chest.</p>	<p>Start to develop conversation, often jumping from topic to topic. Develop pretend play: 'putting the baby to sleep' or 'driving the car to the shops'. Understand frequently used words such as 'all gone', 'no' and 'bye-bye'. Understand simple instructions like "give to nanny" or "stop". Use a wider range of vocabulary. Understand a question or instruction that has two parts, such as "Get your coat and wait at the door". Start a conversation with an adult or a friend and continue it for many turns. Use talk to organise themselves and their play: "Let's go on a bus... you sit there... I'll be the driver."</p> <p>Activities Talk about pirates, treasure, costumes, ships and flags. Use pirate language during play-extend sentences when explaining ideas Listen to the pirate stories and predict what might happen next. Use talk to help draw a wanted poster.</p>	<p>Use large and small motor skills to do things independently, for example manage buttons and zips, and pour drinks. Build independently with a range of appropriate resources. Go up steps and stairs, or climb up apparatus, using alternate feet. Use large-muscle movements to wave flags and streamers, paint and make marks. Start taking part in some group activities which they make up for themselves, or in teams. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips.</p> <p>Activities Pirate obstacle course Cut out Pirate flag & pirate figures to create a scene Dress in costumes with help. Thread beads to make jewellery. Pirate obstacle course to get to the treasure. Make jewels with glitter, stones & glue. Use tweezers to pick up small jewels, coins & put into treasure chest. Draw pirates Can copy some letters, e.g. letters from their name</p>	
Literacy	Mathematics	Understanding the World	Expressive Arts and Design
<p>Develop play around favourite stories using props. Notice some print, such as the first letter of their name, a bus or door number, or a familiar logo. Pay attention and respond to the pictures or the words. Enjoy drawing freely. Add some marks to their drawings, which they give meaning to. For example: "That says mummy." Sing songs and say rhymes independently, for example, singing whilst playing. Enjoy sharing books with an adult Understand the five key concepts about print: -print has meaning</p>	<p>Climb and squeeze themselves into different types of spaces. Build with a range of resources. Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger numbers' up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Understand position through words alone - for example, "The bag is under the table," - with no pointing. Discuss routes and locations, using words like 'in front of' and 'behind'.</p>	<p>Repeat actions that have an effect. Explore how things work.</p> <p>Activities: Talk about how their pirate prop works.</p>	<p>Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Start to develop pretend play, pretending that one object represents another. For example, a child holds a wooden block to her ear and pretends it's a phone. Make simple models which express their ideas. Create closed shapes with continuous lines and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p>

<ul style="list-style-type: none"> - the names of the different parts of a book - print can have different purposes - page sequencing - we read English text from left to right and from top to bottom <p>Develop their phonological awareness, so that they can:</p> <ul style="list-style-type: none"> - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother <p>Activities: Make treasure maps and write "x" to mark the treasure. Draw and paint pictures of pirates, parrots, ships and treasure. Colour in Pirate picture & trace pencil control pictures. Read a range of pirate stories, rhymes and poems. Repeat key phrases from stories. Retell stories through words & actions. Develop own role play stories using ideas from stories we've read.</p>	<p>Activities: Match the amount of treasure to a numeral. Count pieces of treasure. Recognise the shapes used to decorate the flags. Use positional language when playing pirate games. Position & glue shapes to create a pirate boat picture</p>		<p>Take part in simple pretend play, using an object to represent something else even though they are not similar.</p> <p>Activities: Sing Pirate songs. Role play a Pirate adventure. Make pirate props to use in role play, e.g. telescope, treasure chest. Tell pirate stories with the small world pirates & pirate boat.</p>
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