

Outdoor - WEEK BEGINNING 5TH October 2020

Planning for on-going activities

<p style="text-align: center;"><u>Personal Social And Emotional</u></p> <p style="text-align: center;">Wheeled Toys PSEA22,PSEB11, PSEB16, PSEC23 PSEA12,PSEA13,PSEA15, PSEA19,</p> <p style="text-align: center;">Moving with a Friend - forces (see activity sheet for outdoors)</p> <p style="text-align: center;">Row, Row, Row the boat</p> <p style="text-align: center;">Tug a War</p>	<p style="text-align: center;"><u>Communication and Language</u></p> <p style="text-align: center;">Books in small seated home corner CLA15, CLA20, Exploring tray Logs and animals prepositions CLB13, CLB10</p> <p style="text-align: center;">Outdoors 1st dumper trucks, wooden ramps alphabet stones 2nd week swap to small vehicles and garage CLB8, CLB11, CLB13</p>	<p style="text-align: center;"><u>Physical</u></p> <p style="text-align: center;">Moving Wheels Wheeled Toys and Prams, bike and scooters PA27, PA39</p> <p style="text-align: center;">Red Gingham table – Provide washing up bottles with paint in to squeeze and make marks on paper.</p> <p style="text-align: center;">Practice zipping coats up and pulling zip down</p>
<p style="text-align: center;"><u>Literacy</u></p> <p style="text-align: center;">Red Gingham table – Provide washing up bottles with paint in to squeeze and make marks on paper.</p>	<p style="text-align: center;"><u>Mathematics</u></p> <p style="text-align: center;">Numbered Parking Spaces</p>	<p style="text-align: center;"><u>Understanding the World</u></p> <p style="text-align: center;">Outdoors Small vehicles to push down ramps. Balls to push down ramps and tubes</p> <p style="text-align: center;">UB15, UB18 Water - Floating and Sinking push plastic balls under the water UB18</p> <p style="text-align: center;">Small Tray Magnetic trains (no track)</p>
<p style="text-align: center;"><u>Expressive Arts and Design</u></p> <p style="text-align: center;">Outdoors Small vehicles to push down ramps. Balls to push down ramps and tubes</p>		