

Key Learning Objectives linked to Early Learning Goals

Resources to include

Communication, Language and Literacy

Interact with others, negotiating plans and activities and taking turns in conversations

Extend their vocabulary, exploring the meanings and sounds of new words

Use talk to organise, sequence, and clarify thinking, ideas, feelings and events



Personal, Social and Emotional Development

Work as part of a group, taking turns and sharing fairly

Select and use activities and resources independently



Creative Development

Explore colour, texture, shape, form and space in 2 or 3 dimensions

Respond in a variety of ways to what they see, hear, smell, touch and feel

Express and communicate ideas, thoughts and feelings by using a widening range of materials, suitable tools, imaginative and role play



Physical Development

Use a range of small and large equipment

Handle tools, objects, construction and malleable materials safely and with increasing control



Knowledge and Understanding of the World

Build and construct with a wide range of objects, selecting appropriate resources and adapting their work as necessary

Select the tools and techniques they need to shape, assemble and join materials they are using

Investigate objects and materials, using all their senses as appropriate

Find out about and identify some features of objects and events

Look closely at similarities, differences, patterns and change

Ask questions about why things happen and how things work



Mathematical Development

Use everyday words to describe position

Use language such as 'circle' or 'bigger' to describe the shape and size of solid and flat shapes

Use developing methods and ideas to solve practical problems



Lego, Duplo, Mobilo, Sticklebricks, Interstar, Wooden building blocks etc.

Cars, road mats, train track, etc

Animals, farm, zoo

Dolls house and small world people

Pictures of models as stimulation

Clipboards, pens and paper for planning and recording

Vocabulary

Build/building/design/make/join

Tall/short/long/wide/deep

Slide/roll/turn/pull/push

Names of vehicles and buildings

Drive/travel/move/steer/fly/fix/mend

Forwards/backwards/high/low/fast/slow

Names of 2D and 3D shapes

Names of settings e.g. zoo, town etc

Name of areas e.g. island, hill etc.