# Continuous Provision

# Role Play Area

# 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 Make up their own stories

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

Use language to imagine and recreate roles and experiences

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

Attempt writing for different purposes using features of different forms, such as lists, instructions and stories.

## Knowledge and Understanding of the World

Use their imagination in imaginative play and

Find out about and identify the uses of every day technology and use ICT and programmable toys to support their learning Begin to know about their own cultures and beliefs, and those

A variety of writing materials; e.g. notebooks, clipboards, receipt books, labels, pencils, clipboards, paper etc.

Everyday technology relating to the role play area; e.g. camera, television set, microwave oven, cash register, computer etc.

Puppets/puppet theatre

Dressing up clothes/masks

#### Personal, Social and Emotional Development

Become confident to lead and try out new ideas and speak in a familiar group

Have a developing respect for own culture and beliefs and those of other people Work as part of a group, taking turns and

sharing fairly Select and use activities and resources

independently

## Mathematical Development

of other people

Creative Development

Express and communicate ideas,

thoughts and feelings by using a

tools, imaginative and role-play

widening range of materials, suitable

role-play

Use developing methods and ideas to solve practical problems

Use everyday words to describe position In practical and familiar contexts say and use the number names in order

# Vocabulary

Display vocabulary that is relevant to the role play scenario.

