

Personal, Social and Emotional Development

SEAL: Bringing in a cuddly pet from home. Talking about how to care for their pet. Discuss what their pet likes and dislikes.

Looking at how to be kind and care for pets.

Taking turns playing in our role-play with other children, understanding that we share, keep the role-play tidy and listen to each other's ideas.

R.E.: Being kind and caring.



Physical Development

Listen to some tracks from the 'Carnival of the Animals' by Camille Saint-Saëns. Create movements to match the music and the animals.

Fine motor -handwriting practice (writing a name label for our pet), scissor skills (cutting out pets and their young), playdough (using different tools), finger gym games (tweezers).



Communication and Language

Literacy

Texts: A range of fiction and non-fiction books about pets and vets.

Writing labels, sentences and captions about a favourite pet. Matching pet rhyming words.

'Pet for sale' writing.

Phonics: using Fred in your head to read words; using Fred Fingers to break words into their sounds; reading sentences and simple stories and spelling some tricky red words.



Understanding the World

Celebrating festivals of own culture and beliefs and those of other people: Shrove Tuesday, Lent, Mothering Sunday.

Matching food pictures to pets. Talking about how to care for a pet. Identifying similarities and differences between pets.



Using programmable toys: direct a beebot to the dog's kennel or rescue a cat stuck up a tree. Using different programs on purple mash.

Mathematics

Ordering numbers to 20 starting at different points and with random numbers.

Counting reliably up to 20 objects.

Addition and subtraction of small groups.

Using money (1ps) to buy items.

Estimating how many treats they can see.

Size sequencing of pets and their treats.

Ordering through weight (pet food) and capacity (water).

Create repeating patterns for a snake.

Pet pictogram.



Reception Pets 3 weeks Feb/Mar

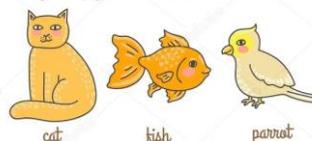
Pets



guinea pig

hamster

rabbit



cat

fish

parrot



dog

Expressive Arts and Design

Indoor role-play: Pet Shop / Grooming Parlour

Outdoor role-play: Pet Shop - buying pet food; making pet homes using junk modelling.

Make a paper plate rabbit and dog.

Exploring colour mixing of paints to make a favourite pet and pet home.

Creating a collage pet mask.

Music: creating musical toys for pets.

Identifying which sounds would be suitable for a small/large animal and how to play them - quiet/loud and fast/slow.

