

Communication and Language

- I spy games - describe it and find it games related to various types of animals.
- Kim's game - develop attention skills through having themed animals on tray, cover and take one away, which one is missing.
- Books and rhymes available themed around types of animals - zoo, pets, minibests and sea.
- Small world play opportunities with types of animals.
- Positional language games outdoors - the lion is behind the tree etc.
- Discussions of shapes, patterns, colours, process learned through story - hungry caterpillar.

Personal, Social and Emotional Development

- Read stories around feelings, sharing, and difference in animals and relate to people - e.g The Rainbow fish, sharing a shell, Julia Donaldson (related to returning to school).
- Play themed board games (under the sea) - encourage patience and turn taking.
- Working as a team to hunt in garden - related to minibests.
- Caring for minibests in nursery - caterpillar kit, turning to a butterfly. Commenting on caring for and notice of change.
- Pets at home - discussion, likes, listening to others.

Physical Development

- Movement games - related to animals, ways they move, how they think they move etc.
- Dress up clothes - animals and pirates to support dressing and undressing - fine motor skills.
- Moulding various minibests in play dough.
- Animal wash in soapy water - muddy zoo animals using brushes, sponges, soap dispensers etc.
- Sorting using tweezers and the sorting fruits resources linked to hungry caterpillar.
- Preparing of snacks linked to hungry caterpillar - children cutting, scooping and stirring.
- Designing and creating of animal puppets using fine motor skills through use of scissors, writing tools etc.

Animals

Literacy

- Berthas bus goes to the zoo phonics game - rhyme and alliteration.
- Creation of animals dens outdoors with animals from stories and their books.
- Story sequencing - especially hungry caterpillar and dear zoo.
- Various mark making outdoors and in - patterns and features of animals.
- List writing - food/snack items, pets from pet shop, animals in zoo.
- Rhyming names for animals - phonics game.
- Stick puppet characters in small world play, reading area and role play.

Mathematics

- Various small counting and sorting resources - fruit, types of animals - sea, zoo, pet, farm, minibests.
- Turns taking maths games related to animals, shapes, colours.
- Matching cards and dominos related to animals.
- Puzzles and pattern games - animals.
- Balancing scales used in areas of provision with diff types of animals to weigh, compare and investigate.
- Building of shape animals in art and writing areas.
- Days of the week, changes and counting through hungry caterpillar

Understanding the World

- Fact finding and discussion around types of animals each week - their habitats, life cycles, care for.
- Observation and discussion of life cycle of butterfly and frog - caterpillar kit in school.
- Various features of animals - why they live where they live and what they eat.
- Noticing and exploration of changes over time with minibests and plants in garden.
- Caring for plants in nursery garden and recording of growth and nurturing needs.

Expressive Arts and Design

- Observational paintings on easel themed around animals and using inspiration from key stories.
- Painting, collage and other crafts using various materials and methods to create - themed around key stories and animals.
- Use of large scale recyclable materials to design and construct their ideas inside the week's theme.
- Small scale junk modelling from own ideas within theme.
- Creation of dance and music using instruments - responding to sounds and theme of music.