

Things I need to remember:

A spare set of clothes each day in case of any accidents or if children get wet when playing in the water tray.

Children will be working inside and outside each day so please ensure that they are suitably dressed for the weather.

Dates to remember

W/C 22nd May – Visit to White Post Farm – Please look out for the letter next week for information on this visit.

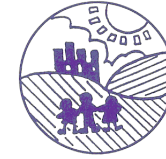
Tip for the Term

Getting Rid of Your Child's Dummy

Your child may have had a dummy to help sooth themselves when they were young but now they are older it is time to think about getting rid of that dummy. Dummies can cause many problems. Two of these problems are:

- Dental: some experts say dummies may cause dental problems, as well as incorrect development of some muscles of the mouth.
- Speech problems: heavy dummy use has been linked to weakness in the main muscles of the mouth, which can sometimes cause speech problems. Speech problems can also affect children's confidence to talk in more social situations.

With Summer approaching, you may be visiting special places or going on holiday. You may wish to leave your child's dummy in this special place so that the Dummy Fairy can take it away. A letter/postcard of thanks or small gift from the Fairies will reinforce the experience and create a little distraction afterwards.



Learners for life...

Summer 1

Castle View Primary Castles and Knights



Mini Explorers

Teaching Assistants:
Miss Raybould and Mrs Porter

Physical Development (PE)

- Holding scissors correctly and making small snips when cutting out masks and collage materials
- Using increased fine motor control when using tweezers, pencils, string and other tools for mark making
- Using dominant hand when mark making
- Using gross motor control to build large castle and climb like Jack in the story

Understanding of the World

(History, Geography, RE, ICT)

- To understand how to plant a seed.
- To know how to care for plants
- To know what a Castle and a Knight is

Literacy (*Reading and Writing*)

- Topic related books we will be sharing – Jack and the Bean Stalk, Dragon Stew, Castle Fact Books, In the Castle
- Making different marks and giving meaning to the marks made. E.g. drawing people, creating a dragon etc

Communication and Language (*Speaking and Listening*)

- Building a wider vocabulary through play and stories – castle, knight, giant, bean stalk, planting, growing, dragon, danger, draw bridge
- Answering 'who', 'where' and 'why' questions e.g. Where does the Giant live? Why does Jack cut the bean stalk down? Why might Dragons be dangerous?
 - Adding storylines to play
 - Sharing ideas with friends
 - Listening with increased attention to stories, instructions, group talk etc.

Castles and Knights



Mathematics

- Counting to 10 and beyond
- Singing different number rhymes
- Naming 2D shapes (square, circle, rectangle, triangle)
- Using size vocabulary. (big, bigger, tall, taller etc)
- Sorting different objects
- Making pictures from shapes

Expressive Arts and Design (*Art, D&T and Music*)

- Manipulating materials such as playdough to create a planned effect by rolling, cutting etc.
- Using and creating props for role-playing Castle and Knights - box modelling
 - Add story lines to our role-play for different stories
- Creating collages using different materials
 - Experimenting with different painting methods – eg string painting

PSED (*Personal, Social and Emotional Development*)

- Helping others
- Selecting resources independently
 - Following rules and routines
 - Taking turns
- Saying 'please' and 'thank you'