Possible learning towards EYFS outcomes Personal, Social and Emotional Development Communication and Language Physical Development **30-50** months: 22-36 months: 22-36 months: • Uses language as a powerful means of widening contacts, • Can play in a group, extending and elaborating play ideas. • Squats with steadiness to rest or play with object on the ground, and rises to feet without using hands. • Keeps play going by responding to what others are saying or sharing feelings, experiences and thoughts. • Learns new words very rapidly and is able to use them in • Helps with clothing, e.g. puts on hat, unzips zipper on jacket, communicating. takes off unbuttoned shirt. • Demonstrates friendly behaviour, initiating conversations and 30-50 months: forming good relationships with peers and familiar adults. 30-50 months: • Can select and use activities and resources with help. • Listens to others one to one or in small group, when • Negotiates space successfully. • Confident to talk to other children when playing, and will conversation interests them. • Dresses with help, e.g. puts arms into open-fronted coat or shirt communicate freely about home and community. • Builds up vocabulary that reflects the breadth of their when held up, pulls up own trousers, and pulls up zipper once it • Initiates play, offering cues to peers to join them. is fastened at the bottom. experiences. • Uses talk in pretending that objects stand for something else in 40-60 months: 40-60 months: • Initiates conversations, attends to and takes account of what • Experiments with different ways of moving. play. • Uses talk to organise, sequence and clarify thinking, ideas, others say. feelings and events. • Beginning to be able to negotiate and solve problems without 40-60 months: aggression, e.g. when someone has taken their toy. • Listens and responds to ideas expressed by others in conversation or discussion. • Uses language to imagine and recreate roles and experiences in play situations. Introduces a storyline or narrative into their play. Literacy Maths Understanding the World Expressive arts and design 40-60 months 40-60 months **22-36** months 30-50 months: • In pretend play, imitates everyday actions Recognise some numerals of personal • In pretend play, imitates everyday actions • Uses movement to express feelings. and events from own family and cultural significance. • Notices what adults do, imitating what is and events from own family and cultural background, e.g. making and drinking tea. Recognises numerals 1 to 5. background, e.g. making and drinking tea. observed and then doing it when the adult is • Begins to read words and simple sentences. Counts up to three or four objects by saying **30-50** months: • Uses vocabulary and forms of speech that are • Engages in imaginative role-play based on one number name for each item. • Remembers and talks about significant events Uses everyday language related to time. increasingly influenced by their experiences of own first-hand experiences. for family and friends. • Uses available resources to create props to Beginning to use everyday language related • Shows interest in different occupations and • Enjoys an increasing range of books. support role-play. to money. ways of life. Shows an interest in technological toys with • Knows that information can be retrieved • Plays cooperatively as part of a group to develop and act out a narrative. knobs or pulleys or real objects such as cameras or mobile phones. 40-60 months: Introduces a storyline or narrative into their play. Intended Learning Outcomes • Be involved in pretend play based around the home; cooking meals, feeding people e.g. family, • Play collaboratively and follow instructions. visitors, and babies, cleaning and washing, preparing for parties, picnics, festivals, going shopping, • Imaginative play with resources. going to visit family, and going on holiday. • Make decisions about roles e.g. who is going to be mum, dad or baby, doctor, shopkeeper. • Develop vocabulary, naming fruit and vegetables etc. • Talk about activities and use available props for role play. • Begin to develop ideas about healthy eating and personal hygiene. · Create and retell experiences, scenarios and stories. • Develop ideas about using equipment safely. • Make connections between different experiences at home and with family. **Enabling Environments** Positive Relationships Characteristics of Effective Learning Encourage children to choose friends from all backgrounds, so Provide a role play area resourced with materials Playing and Exploring - engagement reflecting children's family lives and communities. that everybody in the group experiences being included. Alongside books, introduce story props such as pictures, Help children understand the feelings of others by labelling • Showing particular interest puppets and objects to encourage children to retell stories emotions such as sadness, happiness, feeling cross, lonely, • Pretending objects are things from own experience and to think about how the characters feel. scared or worried.

- Provide for, imitate and join in imaginative play and role play, encouraging children to talk about what is happening and to act out the scenarios in character.
- Help to identify the main events in a story and to enact stories as the basis for further imaginative play.
- Resource the area with writing equipment to ensure that it encourages writing of signs with real purpose.
- Include counting money and change in role play games.
- Provide story props children can use during their play.
- Provide role play areas with a variety of resources reflecting diversity.
- Support children to create and use a variety of resources to support their play.
- Intervene when children need help with difficult situations.
- Prompt children's thinking and discussions through involvement in their play.
- Show interest in the words children use to communicate and describe their experience.
- Support children's ability to express their feelings orally and talk about their own experiences.
- Encourage conversation with others and model appropriate conversations.
- Encourage children to help set up themed role play areas building on their ideas and suggestions.

Key Vocabulary and Questions

- Vocabulary associated with 'feelings', such as 'happy', 'sad', 'angry', 'worried', 'frightened', etc.
- Vocabulary linked to props & resources related to a theme homes, rooms, shops, medical services, transport & travel,
- Language associated with different roles family members, different jobs, taking messages, using the telephone.
- Giving instructions and directions.

- Initiating activities
- Seeking challenge

Active Learning - motivation

- Not easily distracted
- Persisting with activity when challenges occur
- Being proud of how they accomplished something not just the end result

Creating and Thinking Critically - thinking

- Thinking of ideas
- Finding new ways to do things
- Making predictions
- Planning, making decisions about how to approach a task, solve a problem and reach a goal.