

Communication & Language

- Frequent opportunities for story retelling.
- Read stories about people, families, jobs they do, hobbies & emotions.
- Talk about staying safe at home, car safety, water safety, air ambulance, lifeboat, green cross code.
- Discuss the different skills and tools people who help us need to do their job.
- Role play - superhero base with phone to encourage language.
- Focus on rhyming words in stories and nursery rhymes.
- Anticipate what might happen next in stories or make up a new ending or rescue.

Mathematics

- Play dentist game, using marshmallows for teeth. Count the teeth.
- Counting firefighters, nurses, etc.
- Making sets of 1-5 objects then 1-10.
- Hunt around Nursery for number 9, discuss the number for emergencies.
- Use positional language to describe where the character is hiding.
- Use size vocabulary, which is the tallest building? How much liquid is in the bottle?
- Compare length using appropriate vocabulary.

Science

- What is in the box? Superhero picture activity.
- Supersize Marshmallow Experiment.
- Flying Superheroes.
- Cola Super Fountain.

Physical Development

- Dancing and ring games.
- Fire Station/Police Station role play.
- Build ambulances, police car models in the creative area.
- Turn the sandpit into a building site enabling wet sand play.
- Firefighter obstacle course.
- Discuss and identify dangers, e.g., fire is hot.
- Draw fire outside using paint or chalks.
- Know the importance of physical exercise and eating a healthy diet. Encourage the children to recognise the changes in their bodies after exercise.

Personal, Social & Emotional Development

- Read stories about different jobs.
- Circle time activities.
- Talk about who are the people who help us in our community. What do they do to make our lives better, help us or look after us?
- Identifying parts of own body through role play, e.g., Doctors Surgery.
- Use the hosepipe outside to pretend to be a firefighter.

Literacy

- Read stories about people who help us, emphasising the initial sounds.
- Join in with repeated phrases in stories.
- Write signs or labels for role play areas.
- Create posters about safety.
- Write and create thank you cards for visitors.
- Have prompt sheets in role play areas to encourage writing or drawing.
- Set up a fire, children to use chalks to draw lines of water.

Medium Term Planning

Autumn

All About Me/People Who Help Us

Understanding the World

- Role play areas for different jobs e.g. fireman, vet, doctor.
- Talk about who helps us at Nursery.
- Water play- Washing and cleaning dolls.
- Look at nature, change, growth, and decay.
- Small world areas with open ended resources, including people who help us figures.
- Use and explore technological toys with knobs, pulleys, and real-life objects such as phones or cameras.
- Compare our post office to other post offices around the world. Discuss the similarities and differences.
- Look at different religions and traditions, compare and identify differences between ourselves and others.

Expressive Arts & Design

- Make a junk model ambulance/ fire engine/police car.
- Use ink pad to create fingerprints, talk about how the police use these to solve crimes.
- Make fire pictures, exploring what happens when you mix colours together.
- Build own stories around toys and resources.
- Manipulate materials to create a desired effect.
- Use open ended resources to create role play props.
- Play as part of a group to act out a narrative.
- Initiate movement in response to music.