

Maths Matching

Children will be introduced to the concept of matching. They will start by matching physical objects with other physical objects. Children will have many opportunities to recognise the attributes of familiar objects and point out how they are the same. For example, children should recognise that two cars in the small world area are the same because they are both the same colour and have the same number of wheels.

Communication and interaction

Attention skills:

- Anticipates a routine demonstrating an expectation of familiar actions when given an auditory cue
- Joins in adult-led group activity

Communication Preference & Choice:

- Requests a favourite activity through their chosen form of communication when self-selecting tasks
- Attempts to get objects by vocalising or pointing

Interaction:

- Imitates the actions of others during interactive play
- Responds to frequently used words or signs appropriately when used in appropriate context, e.g. "All gone", "Bye-bye", etc.

English / Sensory stories Celebrations

- Meg and Mog—Helen Nicoll and Jan Pienkowski
- Spots Birthday Party: Eric Hill
- Christmas Story
- Children in need
- Armistice Day
- Anti—Bullying Week



Autumn 2 2025

Specialist Provision

Danes

Functional movement

Fine Motor:

- Makes marks with either hand
- Shows preference for one hand
- Scribbles in circles
-

Gross Motor:

- Hammers pegs
- Claps hands with others (Peoples game)
- Explores different movements

Self, social, Emotional and mental health

Social Affection:

- Imitates the actions of others during interactive play
- Accepts the word 'No' in some situations

Emotional Affection:

- Undertakes physical actions to gain rewards when provided with familiar activities
- Accepts assistance to overcome frustration

Sensory

- Explores without regard to mess, e.g. puts their hands in mud, smearing over themselves
- Responds differently to loud and soft noises

Cognition and Learning Making connections

- Explores objects by tearing them when given appropriate items
- Copies simple actions using their lower body
- Copies simple actions using their upper body