

## English / Sensory Story

### Making and Mixing

**The children will explore stories in a multi sensory way and be introduced to new vocabulary**

- With my hands, poems about making things - by Amy Ludwig VanDerwate
- Spot bakes a cake -by Eric Carl

## Cognition and Learning

### Making connections

- Looks at their visual timetable with interest when it is placed in front of them
- Returns to a new/unfamiliar object to further explore it
- Uses common/familiar objects functionally

## Sensory

- Reacts consistently to a variety of different sensory experiences when provided with familiar activities, e.g. vocalises pleasure/ displeasure, change of facial expression, hand or arm gestures
- Handles hot/cold objects with interest when provided with a variety of temperatures
- Explores the smell of a new object

## Maths

### Number 2:

Children will learn "all about 2" focusing on understanding the number two deeply, not just counting it. Children learn to recognise the numeral '2', form it correctly, and understand it as a single object. They will explore activities involving finding two objects in the environment, subitizing (recognizing two instantly without counting).



Summer 1 2026

Specialist classroom—Danes

## Functional Movement

### Fine motor skills:

- Stretches, tears and squashes dough
- Scribbles in circles
- Copies a circle

### Gross motor skills:

- Attempts to put on their socks
- Uses ride-on toys

## Communication and Interaction

### Expressive :

- Initiates communication with a member of staff using gestures
- Reacts to the question "More?" with a heightened expressive response when offered continuation of an activity

### Receptive :

- Anticipates a routine demonstrating an expectation of familiar actions when given a visual cue
- Associates words they hear with objects they see when given instructions

## Self, Social, Emotional and Mental Health

- Imitates the actions of others during interactive play
- Undertakes shared activities working in parallel when supported by a member of staff
- Indicates a preference when provided with two pictures of equally liked items
- Calms down and returns to an activity when a problem is resolved