



# Our Learning



## This Week

Tuesday 14th April to Friday 17th April

What a busy week we have had. It has been lovely to welcome our new starters and to see them happily settling into the nursery routines.

We are really looking forward to the arrival of the chick eggs on Monday. In anticipation we have been learning about how the eggs develop in the incubator and the importance of caring for them and keeping them safe. We have been talking about the key features of their lifecycle. The children were fascinated by our plastic egg resources which show detailed cross sections of the daily development of the embryo. The final egg contains a model of a tiny chick which the children loved.

During our time together we have been recapping our understanding of the numbers 1-5. The children used a variety of different counters and objects to represent the numbers. We were very impressed with their understanding and knowledge. We also played the game 'fast fingers' where the children had to show the number that had been called out as quickly as possible on their fingers or as bunny ears. The children had great fun playing this game.



## Next Week

Monday 20th April to Friday 24th April

We will be reading the story 'Rosie's Walk' using positional language such as over, around, through and under as we take our own Rosie's for a walk in the garden. This is part of our goal 'Spatial Reasoning'

The children will be encouraged to join in with action rhymes and body percussion such as 'Heads Shoulders Knees and Toes', 'Copy me do', 'Jump up and down and clap your hands'. This activity helps to develop an awareness of sounds and rhythm.

## At Home

You might like to look for information about eggs and chicks on the internet with your child. Have you been to see the eggs in the incubator at nursery?

At home or in the park you may like to play a game with your child using positional language. You could challenge them to go over, under and through various items.

This week our key words are **title, actions, position, map and whole.**