



Communication & Language	Personal, Social & Emotional Development	Physical Development
 Know their keyworkers name – say or sign Recognise their own name – self register Communicate basic needs through language or signs-toilet, hungry, thirsty, happy & sad Use a simple sentence to make a choice at group time –' I want to play in the garden' Show an interest in songs and rhymes Understand, access & read visual timetable Understand and act on longer sentences like make teddy jump or find your coat. Understands and uses simple questions about 'who', 'what' and 'where' (but generally not 'why'). Listen to simple stories and understand what is happening, with the help of the pictures. Identify familiar objects and properties for practitioners when they are described. For example: 'Hassan's coat', 'blue car', 'shiny apple'. 	 Self-Regulation Understand the Group Behaviour Charter & signs for good looking, good listening and good thinking Understand visual timetables of the day Managing Self Recognise their Key Person as a familiar/secure base. Find own photograph in group Our families photos & display Use the bathroom with some support if required Participate in dinner time routines Building Relationships Establish a secure relationship with their keyworker Learn the Hello song Participate in a short grp time session, supported by visual cues Learn names of family grp members Access Snack Time 	 Fine Motor Start eating independently and learning how to use a knife and fork. Explore a variety of fine motor activities; threading, puzzles, playdough, painting, etc, finger painting, hole puncher Demonstrate an emerging preference for a dominant hand Gross Motor To be able to put on own coat To be able to move around the nursery environment freely, in and out, safely Experiment with freedom to move in a variety of ways Access the large play area safely