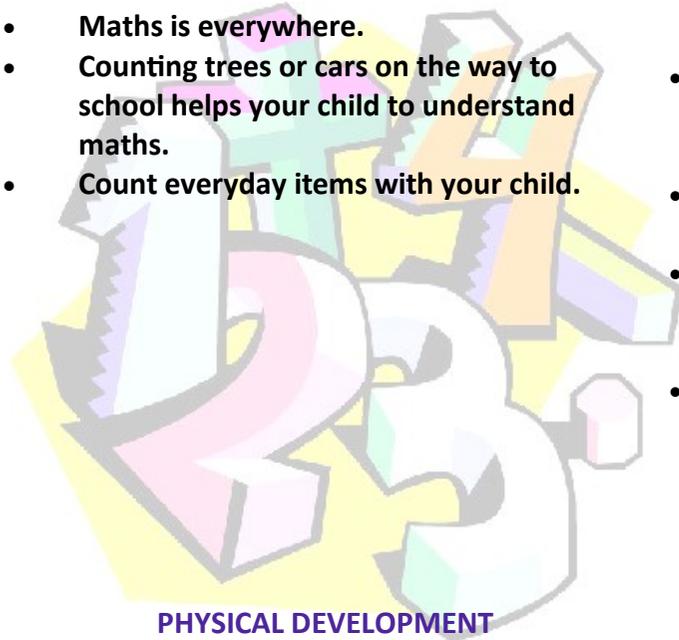


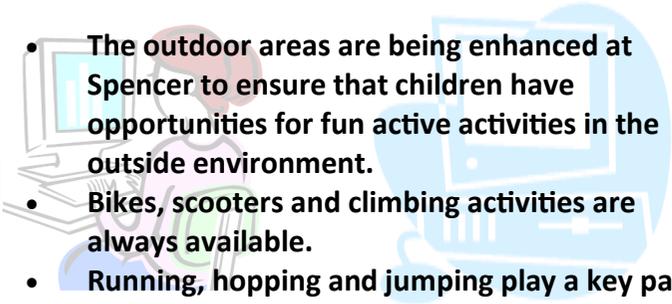
EARLY MATHEMATICS

- Maths is everywhere.
- Counting trees or cars on the way to school helps your child to understand maths.
- Count everyday items with your child.



PHYSICAL DEVELOPMENT

- The outdoor areas are being enhanced at Spencer to ensure that children have opportunities for fun active activities in the outside environment.
- Bikes, scooters and climbing activities are always available.
- Running, hopping and jumping play a key part in children's fitness and development.



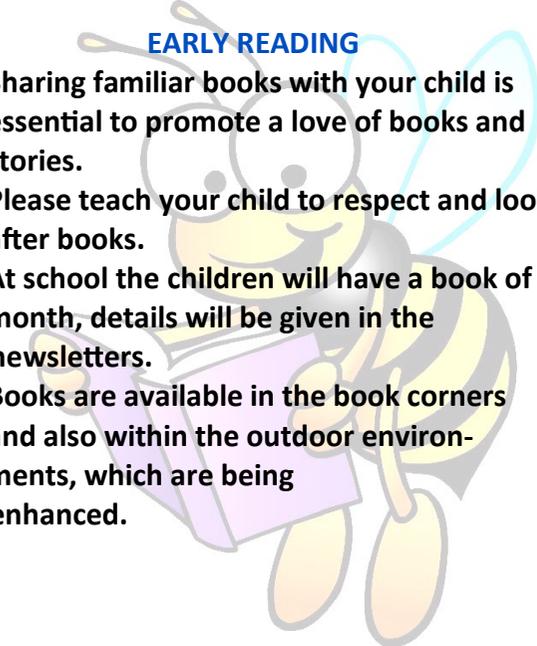
HEALTHY EATING

- Healthy eating and active play are an excellent base for healthy lifestyle and we promote them on a daily basis.



EARLY READING

- Sharing familiar books with your child is essential to promote a love of books and stories.
- Please teach your child to respect and look after books.
- At school the children will have a book of the month, details will be given in the newsletters.
- Books are available in the book corners and also within the outdoor environments, which are being enhanced.



UNDERSTANDING THE WORLD

- The celebration of festivals is important to introduce children to different cultures.
- Multi-cultural activities in the role play area and cooking will be developed.



Early Mark Making

- Enjoy large-scale sensory play such as making marks with fingers in wet sand or in a tray of flour.
- Use sticks and leaves to make marks on the ground outdoors.
- Use large brushes with paint or water.



PSED

- Please support your babies and children to develop an understanding of how to manage their feelings and emotions.
- We will encourage children to take risks and explore their environment.



COMMUNICATION AND LANGUAGE

- Modelling the use of language is an important part of a child's learning—talking to your child at every opportunity is an exciting way to extend their vocabulary.
- In school staff join in play activities and model language across all areas of the curriculum.
- Familiar stories and rhymes are repeated 2 to 3 times a day, so that children start to join in with repetitive bits.

