Which rhyme shall we choose? Nursery Knowledge Organiser

Key Vocabulary

rhyme, rhythm, action, sink, float

Writing

- Draw a nursery rhyme character. Can you hear the initial sound?
- We will continue with our mark making opportunities.
- We will also continue to practice writing our names.

Home Learning: Make a puppet for your favourite nursery rhyme. Can you sing it using your puppet? What initial sound can you hear in your character's name?

Maths

- Show 'finger numbers' up to 5.
- Extend and create ABAB patterns stick, leaf, stick, leaf.
- Notice and correct an error in a repeating pattern.

Home learning: Pasta patterns. Using different types of pasta, children can create a pattern, or necklace if using the types with a hole through

Key Learning

- To join in singing rhymes.
- To copy and join in with the actions.
- To tap the rhythm to the rhyme.
- Explore sinking and floating.



We are reading:



Understanding the world/Expressive arts and design:

- Construct buses using junk modelling.
- Choose different objects and place them in water to see if they sink or float.
- March along obstacle courses pretending to be soldiers like in 'The Grand Old Duke of York'
- Explore travelling in different ways across 'bridges'.



Head, Shoulders, Knees and Toes

Head, shoulders, knees and toes, knees and toes (x2)

And eyes, and ears, and mouth and nose.

Head, shoulders, knees and toes, knees and toes.

Perform the action for head but omit the word.

Head, shoulders, knees and toes, knees and toes.
(x2)

And eyes, and ears, and mouth and nose.

Head, shoulders, knees and toes, knees and toes.

Perform the action for head and shoulders but omit the words.

Head, shoulders, knees and toes, knees and toes.
(x2)

And eyes, and ears, and mouth and nose.

Head, shoulders, knees and toes, knees and toes.

Continue omitting a body part each time you sing a new verse.

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