

PRE-SCHOOL

Due to the school closure we have gathered some ideas for you to do with your child at home to enable them to continue with their development and learning.

- Sing lots of nursery rhymes (refer to our latest newsletter for some ideas) Singing these nursery rhymes is good for their language development as well as being enjoyable.
- Scissor control exercises – cutting and sticking (cutting out pictures from magazines and sticking on paper to make collages).
- Pencil control – practice drawing circles and lines (circles should be drawn anti clockwise and lines from top to bottom) You can do this with chalks and paints to add variety.
- Colouring – encourage your child to stay within the lines depending on their development. The internet is a wonderful place to find free printable sheets if you don't have colouring books in the house.
 - Construction toys. Any play with construction toys will help develop their fine motor skills. e.g. Lego pieces and playdough are great resources
 - The topic this term are the books Monkey Puzzle and the Gingerbread Man. If you don't have these stories at home, you will find them on YouTube. Do enjoy them with your children.
 - The vocabulary that we are focusing on are the main animals and characters from both stories and the key phrases ("No, no, no that's not my mum" and "Run, run as fast as you can you, can't catch me I'm the Gingerbread Man"

Below are some links to the stories on youtube:

<https://www.youtube.com/watch?v=YoQyyB5xvLk>

<https://www.youtube.com/watch?v=iIn8sjN1pgw>

Please do try to limit screen time.

The recipe for making playdough is below. This is a great activity to make with your children for sensory play:

- 2 cups of plain flour
- 2 cups of warm water
- 1 cup of salt
- 2 tablespoons of veg oil
- 1 tablespoon of cream of tartar
- Food colouring of your choice
- Mix it all together and cook over low heat
- Knead once its finished cooking

We hope to see you all soon, Thank you for your co-operation.

Miss. Bassett and Mrs. Gray.

THE CHARACTERS IN THE GINGERBREAD MAN

 <p>horse</p>	 <p>pig</p>	 <p>fox</p>
 <p>cat</p>	 <p>girl</p>	 <p>boy</p>
 <p>Old woman</p>	 <p>Old man</p>	 <p>Gingerbread Man</p>
 <p>dog</p>	 <p>cat</p>	 <p>cow</p>

The activities will very much depend on your child's development.

Get your child to point to the characters as you say them. (Receptive)

Get your child to name the characters as you point to them. (Vocalise)

If you make two sets of the pictures and cut them out, the children can then put the pairs together i.e.

Match them (Visual perception)

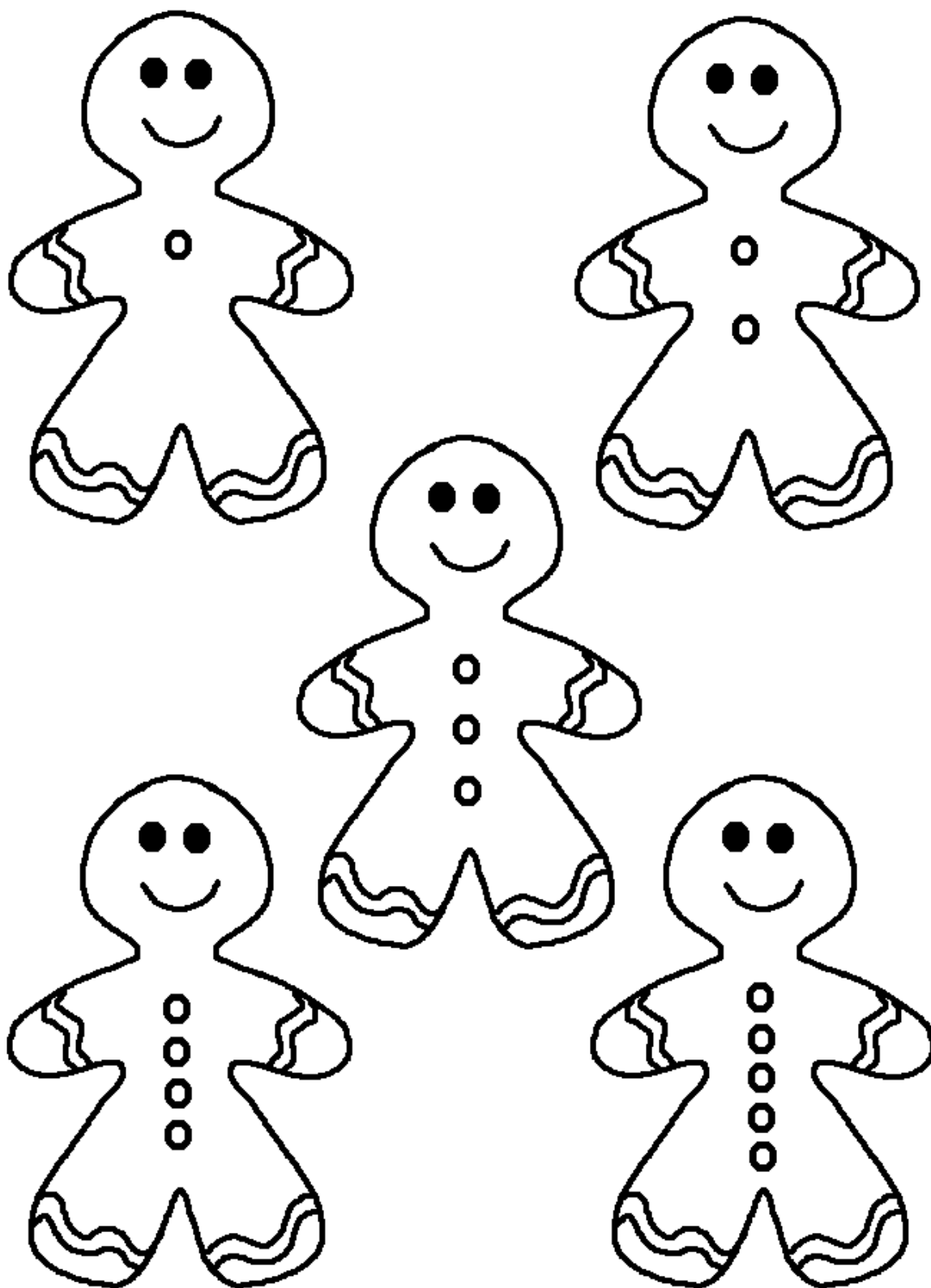
Select 3 characters, get your child to vocalise them, turn them face down and ask them to see if they can remember where each one is. (Visual memory) e.g. "Think carefully, can you find the cow"

You can increase the number of characters once they become confident with 3.

One stage further would be, point to a character "Who can you see?" "I can see a cow"

Above all make it a game and have fun.

COUNT AND MATCH THE BUTTONS



Using cut out buttons, M&Ms or currents or similar, match them to the buttons on each Gingerbread Man. Don't worry if they can't count one for one yet. They will enjoy counting by rote and placing the buttons, particularly if they are edible ones!!