Farm to Food

Nursery

Vocabulary Dozen

Farmer	A person who owns or manages a farm
Crop	A cultivated plant that is grown on a large scale commercially, especially a cereal, fruit, or vegetable.
Harvest	The process or period of gathering in crops.
Fertilizer	A chemical or natural substance added to soil or land
Cattle	Large animals with horns and cloven hoofs, domesticated for meat or milk, or as beasts of burden; cows and oxen.
Life cycle	The series of changes in the life of an organism including reproduction.
Growing	Undergoing natural development by increasing in size and changing physically
Offspring	An animal's young
Incubator	An enclosed apparatus in which premature or unusually small babies are placed.
Healthy	In a good physical or mental condition; in good health.
Balanced diet	A diet consisting of a variety of different types of food and providing adequate amounts of the nutrients necessary for good health.
Spring	The season after winter and before summer, in which vegetation begins to appear.

Farm animals and their young

We will learn about farm animals and match animals and their young. We will focus on one particular animal each week and learn what they are used for e.g. hens lay eggs, cows are used for milk and meat..

There will be lots of opportunities for baking making, and trying different food during this topic.

*ice cream

*yoghurt

*milkshake

*cheese toasties

*ham sandwiches

*turnip soup

*fruit salad

*omelette

Things I need to know or do ...

Self care

*To put on and take off my socks and shoes independently.

*To begin to fasten my own zip or buttons.

Physical Development

*To hold a pencil correctly no longer using a whole hand grip.

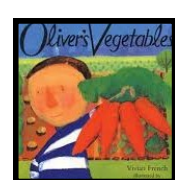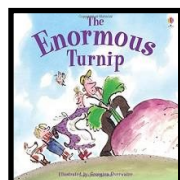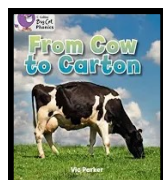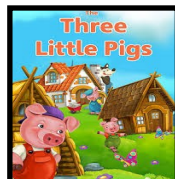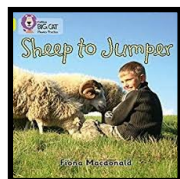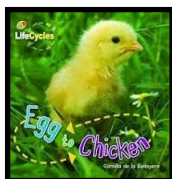*To copy letters from my name or write my name independently.

*To draw with purpose.

*To use a knife and fork correctly.

Topic

*To name farmyard animals and their young.

Topic books

Children will read both fiction and non fiction books.

Action songs

Number rhymes

Mathematics

*2D shapes

*Recognising numbers 0-10.

*Beginning to order numbers 1-10.

*Match a number and quantity correctly.

*Count movements e.g jumps, stamps, claps.

*Talk about 3D shapes.