

Understanding the World

- Planting cress.
- Visit from Miles the guide dog.
- Discuss how we look after dogs and what they need to provide to keep them strong and healthy. Add vets resources to the home corner.
- Bake a cake
- Look at different types of dogs.
- Introduce dogs in the environment.
- Introduce size language when talking about dogs and what they look like.
- Activities about dogs on the interactive table.

Expressive Arts and Design

- Introduce the song , How much is the doggie in the window.
- Investigating different ways to make paw prints.
- Mixing paints
- Use toy dogs to create prints.
- Painting rolling balls to create patterns (lines & circles)

Stunning Start

George will arrive at nursery in a pet carrier with his suitcase. We will not reveal who is in the pet carrier straight away. We will discuss who it might be by asking the children who they think is in the box and by looking at what our visitors has packed in their suitcase. When we have revealed who is in the box the children will be given the opportunity to ask questions to the dog to find out all about him. The children will be encouraged to guess the dogs name.

Role on the wall will be introduced and we can record the discussions that had taken place. Add soft toy dogs, bowls, and leads around the nursery so that children can rein act the story.

Oh No George!

Maths

- Weighing and measuring dog biscuits.
- Comparing size, shape and weight.
- Talk about the shape of the different dogs.
- Use dogs in doll's house (prepositions).

Key Texts

- Books by Chris Haughton:
Shh
A Bit Lost
Goodnight Everyone.
- Little Rabbit Foo Foo by Michael Rosen

Communication, Language and Literacy

- We can record the children's ideas on speech bubbles.
- Mark –making boxes will be available all around the nursery to encourage mark making.
- Introduce a post box to encourage children to write letters to George.
- Dog story books to be displayed in the book corner.
- By introducing Oh No George in parts this gives children an opportunity to ask questions about what is happening throughout the story.
- Use new vocabulary from the book with objects.

Personal, Social and Emotional

- Reminder about the Golden Rules.
- Discuss about making good choices.
- Use the emotions board to discuss how we feel today.
- Children were asked to make sure George was being a good dog in nursery.
- Group games using George, pass him around the circle.

Physical Development

- Squiggle While You Wiggle
- Large motor movements when drawing on large scale.
- Obstacle courses.
- Ball games