



Heath Lane Nursery

COMMUNITY · EDUCATION · DEVELOPMENT

Date: 15/11/2024



Head of School's Message

"This week the children have embraced the imitation phase of "Rosie's Walk" (Talk for Writing) by internalising the story's language and structure. In their key groups they have been retelling the story using a Story Map, focusing on the beginning, middle and end of the story. The children have learnt about first aid by practicing applying plasters on dolls and discussing personal safety. They have enjoyed role playing medical practitioners, by dressing up and using stethoscopes. In Busy Fingers this week they have been mastering the skill of flicking on musical instruments such as a guitar, ukulele and also some other instruments we created with an empty tissue box and some elastic bands."

Keywords

Research tells us that a wide vocabulary in childhood is linked to future success both at school and in the wider world!

We are growing our children's vocabulary by carefully selecting words that will support their understanding of current learning. This term "hibernate" and "habitat" link to our Treehouse Sessions where the children will be observing/exploring different topics relating to nature. The words "describe" and "decide" link to our Commando Joe Sessions which focuses on their communication skills.

Keypersons will explicitly introduce the words to their groups then all staff in the room will be use these words throughout the sessions each day

Please look out for the words in each newsletter and support your child by:

- asking your child about these words
- using these words at home in your conversations (where possible!)

Regular exposure to these words at home and at school will maximise the chances of the words being understood and / or used by your child.

DATES COMING UP:

Christmas Holidays (Nursery Closed): Monday 23rd December to Tuesday 7th January 2025

Deadline for Applying for a Reception Class Place: 15th January 2025



Curriculum - Why we do what we do - Resources in the room/s

What we do at school:

We are often asked why we don't use plastic or commercial items in our classrooms. The resources we choose are carefully selected to be both engaging and educational. We focus on open-ended materials, like wooden blocks, that can be used in many ways. This encourages creativity and imaginative play. Every resource is reviewed by our senior leadership team to make sure it's safe and suitable for the children's ages. We aim to provide materials that challenge children, spark curiosity, and reflect the diversity of the children and their communities. We avoid figures or dolls with set characters or stereotypes, so children can create their own ideas and stories.

How you can help at home:

We know that children have different toys at home, and we don't expect or advise you to change them. Having a variety of experiences is important for learning. We do ask that you keep these toys at home and encourage your child not to bring them to school. We already have a wide range of resources here for them to enjoy!

Notices

- All individual photograph order forms have now been distributed. Please remember that the deadline for ordering is next Wednesday 20th November.
- Please ensure that children are supervised at all times if you are in the main entrance of the building.
- All clothes donated are available to chose from inside the Main Entrance.
- Please ensure that if you must collect your child early or drop them off later than their start or end time that we have been notified in advance. We would like them and their peers to maximise their learning opportunities (and minimise classroom disruption) at the start and end of the day.
- Help! Do you have any old pots, pans, kitchen utensils that you could donate to us for the Mud Kitchen and Potion Laboratory? All donations very welcome.

Success Story of the Week!

The children are really starting to master the use of positional language and using it to help direct their peers when blindfolded.

HEADTEACHER; MRS GEMMA WILLIAMSON & HAYLEY YENDELL