

Sebert Wood Nursery Curriculum Goals

To become a	To become an	To become a	To become a
Fantastic Friend	Independent Individual	Superhero Listener	Marvellous Mathematician
Who can be kind, caring and helpful,	Who can follow instructions, set	With radar hearing, discerning,	Who uses embedded mathematical
show empathy and respect to others,	simple goals and persevere to	remembering, sequencing and	knowledge and language naturally in
work and play co-operatively whilst	achieve them, can value self and	creating dynamic sounds in everyday	everyday play, counting and
considering others' ideas and	begin to show resilience and manage	play with an awesome awareness of	representing marks to at least 5 and
feelings.	personal care for example going to	rhyme and a handy robot twist action	exploring size, weight, capacity and
	the toilet alone and putting their coat	for segmenting and blending orally.	using shapes to make pictures,
	on.		patterns and models.
To become an	To become a	To become a	To become a
Amazing Athlete	Brilliant Bookworm	Proud Performer	Master Builder
Who moves in a variety of ways such	Who can show a love for reading,	Who can discern a few instruments,	Who creates models that have
as running, walking, skipping and	turning pages individually and use	to play them loudly, softly, fast and	multilayers of purposefully
hopping and creates obstacle courses	new vocabulary to talk about what	slowly and can sing a range of	positioned pieces and spaces
for their friends.	they have read or has been read to	Nursery Rhymes and songs by heart.	between and can talk about what
	them.		they have made and explain how it
			works.
To become a	To become a	To become A	To become an
Crafty Artist	Super Storyteller	Terrific Tool User	Exceptional Explorer
Who develops ideas and experiments	Who uses props, toys, ideas from	Who uses tools like scissors,	Who is curious, asks questions,
and uses a variety of media, skills,	stories they have heard and	paintbrushes, tape, glue and mark	notices changes, patterns and
techniques and knowledge to	experiences they have had to engage	making equipment safely with care	similarities in the natural world and
represent ideas.	in imaginative play and make up own	and using a good grip.	talks about what they see, hear and
	up stories and games.		feel.