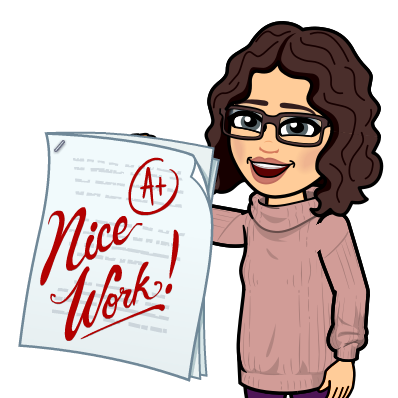
This document is what your children would be doing with Nursery adults for 10 minutes maximum every day. If you child gets fed up do not force them to come back or stay longer, just try again tomorrow!

This activity doesn’t require anything special other than distraction free time with a grown-up to talk, think and discuss. You might like to make a note of the responses your child gives and talk it through with them if you think their answer is unusual. It can be a really beneficial activity for reminding children that some ‘times’ have to be ‘quiet times’, but remember at this age the “Why?” is very important so take the time to talk about why with them. For example bedtime is a ‘quiet time’ because we don’t want to wake people up.

If you have any problems or queries please do contact school via phone or the Nursery email.

Feel free to use the space provided to jot down notes of how well they get on. The “look listen and note” section is really to tell you what the children should be doing and what you need to look out for as evidence of learning.



Most importantly have fun! ~Mrs P

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| Aspect 3: General sound discrimination – body percussion | | |
| *Look, listen and note*  Look, listen and note how well children:  **]** copy a body percussion sound or pattern of sounds; **]** identify hidden sounds; **]** suggest ideas and create new sounds for the story. | | |
| **Wk 5:**  Activity | **Noisy neighbour 2:** (See ‘Noisy neighbour 1’ above.)  Ask the children to suggest a suitable ending to the story. Discuss noises they like, noises that make them excited and noises that make them feel cross or sad. Ask when it is a good time to be noisy, and when it is best to be quiet or speak softly (e.g. when we need  to listen). List the suggestions.  Ask *Is this a time to be noisy or quiet?* as you present scenarios such as when children are:   * at the swimming pool; * in the library; * at a party; * with someone who is asleep; * in the park; * at a friend’s house when the friend is poorly; * playing hide and seek. |  |