

ROUTINES AND ACTIVITIES FOR PRE-SCHOOL SESSIONS

This is the foundation to the session. Times are a guide only and children's individual needs and spontaneous play take priority over plans.

The activities listed are only a small example of what the children do.

AM PM 9.15 am 1.00pr

1.00pm Children arrive and can choose from a wide variety of activities including:

Book Corner Messy Play

Puzzles

Graphics Area

Climbing Frame or other physical Activity

Construction Small World Play

Cooking Role Play

9.45am 1.30pm Children can now have their snacks

Children can now have their snacks. They are taken and shown how to wash their hands. They learn about hygiene and Healthy Eating. Children can choose when to have their snack. They

learn about table manners and sharing.

11.00am 2.45pm Free Flow - to the outside play area

Children can now choose to play inside or outside. The children play alongside their friends from

the pre-school plus group Playground Activities include:

Hopscotch

Goal Nets, Hoops, Balls, Basket Ball

Sand and Water Trampoline Building Blocks

Large Scale Mark Making

11.00am 2.45pm Adult-Led Activities

Activities include:

Group Games Story Time 'Ask Me About' Singing

Group Collage Working with key children

Working Towards Children's Next Steps

11.40am 3.25pm Play Area Closes

The pre-school children return to the main hall and the plus children return to the back room. All children help to tidy up the room for the next group of children or pack away the toys. They put toys back into storage boxes, take down posters, put rubbish in bin and help to clean the tables.

11.45am 3.30pm Group Activity

A named member of staff is responsible for planning the end of session activity which over the

term will include:

Stories These activities can be inside or outside

Singing

Musical Instruments The Parachute Obstacle Courses

Let's Get Physical Activity CD'S

Number Rhymes Children's Choice

12.15pm 4.00pm End Of Session - Children sing 'Going Home Song'

Parents/Carers collect children from main hall