

PRESCHOOL HEADLINES OUR HIGHLIGHTS OF THE WEEK

We started off the week with a spooky theme as it was Halloween on Tuesday. We painted bats, escaped spider webs, made potions and explored pumpkins. One of the things that the children enjoyed was scooping out the seeds from inside the pumpkins, but for those who weren't keen on the gooey mess, I put some seeds and pumpkin guts in a ziplock bag, this way the children could still enjoy a sensory experience, but without the sliminess!

I bought a couple of new Halloween books as well and the children have really enjoyed "We're going on a ghost hunt" and "The Halloween Badge, a Hey Duggee book."

You won't believe it, but Diane has already started making the Christmas cake ready to take home at the end of term! The children did all the weighing and measuring of the ingredients. As I was watching, a couple of eggs were cracked onto the table and the flour went flying, but they children had complete ownership of the cooking. The incredible smell of baking Christmas cake was just so lovely on Wednesday!

The weather has been very up and down this week and we are starting to go inside a little bit more. The children have been playing some board games with the grown-ups this week. Playing board games is so great for personal, social and emotional development (taking turns, sharing, losing), as well as maths skills (rolling a dice, counting moves). You've probably seen the Orchard Games around and we love these, with The Shopping List Game being a firm favourite as well as Snakes and Ladders.

In our water area this week, you may have noticed a new addition. We have been given a cascade, which we put a bit of guttering on and the children can pour water down it from the water tray to a tuff spot. This has been so popular and everyone has been fascinated to explore the power of water, by seeing how they can move boats from one end of the gutter to the other. The water area is a great place to use mathematical language, such as full, half full, empty, more and less.