

Rhythm and rhyme

Use this monthly chart for your medium-term and theme planning.

Personal, Social and Emotional Development			
	Activity	Early Learning Goal	Page
Building relationships	Sounds in the round	Children work and play cooperatively and take turns with others; show sensitivity to their own and to others' needs.	Time to rhyme

Communication and Language			
	Activity	Early Learning Goal	Page
Listening, attention and understanding	Music with a story	They listen attentively and respond to what they hear with relevant questions, comments and actions.	Feel the rhythm

Literacy			
	Activity	Early Learning Goal	Page
Word reading	Rhyming pairs	They read words consistent with their phonic knowledge by sound-blending.	Time to rhyme

Mathematics			
	Activity	Early Learning Goal	Page
Number	Five yellow sunflowers	Children subitise (recognise quantities without counting) up to 5.	Rhyming with numbers
Numerical patterns	Ten red apples	They compare quantities up to 10, recognising when one quantity is greater than, less than or the same as the other quantity.	Rhyming with numbers

Understanding the World			
	Activity	Early Learning Goal	Page
People, culture and communities	Rhythm on a drum	They explain some similarities and differences between life in this country and life in other countries.	Feel the rhythm

Physical Development			
	Activity	Early Learning Goal	Page
Gross motor skills	Move to the music	Children move energetically, such as jumping and dancing.	Feel the rhythm
Gross motor skills	The Grand Old Duke of York	They negotiate space and obstacles safely, with consideration for themselves and others.	Let's move!

Expressive Arts and Design			
	Activity	Early Learning Goal	Page
Creating with materials	Two little dicky birds	Children make use of props and materials when role playing characters.	Rhyming with numbers
Being imaginative and expressive	My dance hat	They perform songs and – when appropriate – try to move in time with music.	Let's move!
Being imaginative and expressive	Come fly with me	They perform songs and – when appropriate – try to move in time with music.	Let's move!