Providing a range of texts that I can access independently or in small groups. Make comments and ask developmentally appropriate questions relevant to the text.

Verbal Reasoning

Sharing texts, using the text as a stimulus to enable opportunities for us to play and talk together to support my language and motor skills through play.

Using Texts to Play and Talk Together

Using visuals/ gestures to support me to independently retell a sequence of events, real or imagined and make adaptions to texts to create and share my own texts.

Sequence and Narrative

Providing quality roleplay environments linked to my current learning, playing and talking together with me and my peers, making comments and asking developmentally appropriate questions.

Environment

Verbal Reasoning

Teaching the individual sounds (phonemes)/ letter (grapheme) correspondences, modelling reading/ writing strategies to help me to decode (read) and encode (spell) individual words and sentences.

Phonics Principles

Supporting my awareness of sounds through games, rhymes, songs and stories where we play and talk together.

Songs and Rhymes

Rhyme Production

Phoneme Discrimination

Phoneme Blending

I use with understanding.

You can help me in my development by...

Supporting me to consolidate the pencil control skills which will help me write, alongside developing the handwriting of letters (graphemes) when I have secure pencil control

Supporting me to identify who, where, when and what happened in a text, making comments to describe characters and settings, to help me create my own characters and settings.

Sequence and Narrative Talk for Writing

Using sequence and narrative planners to retell a text and create a new text, modelling how to use the planners generate a spoken/ written sentence, displaying my plans, marks and writing.

Sequence and Narrative

Introducing new vocabulary through using Tier 2 vocabulary. Model language through experiences using Words Up Early—Play and Talk Together/ Copy and Add.

Making Comments

PTV Guidance

skills. **Pencil Control Skills**



