

Can I have a dog?



How much is that doggy in the window? Can I have a dog? How will I look after it? It's time to find out all about pets and how to care for them.

This half term, we'll visit a local pet store to learn about animal care. We'll handle small animals and ask lots of questions. Back at school, we'll build comfy kennels for small world dogs using different materials. When our small world dogs get muddy, we'll carefully clean and dry them. Our role play vets surgery will keep us busy, as we'll bathe, bandage and feed toy animals. Using our problem-solving skills, we'll sort pet care items using different criteria. Getting creative, we'll use stencils to create animal prints. In our Literacy work, we'll share books, reading animal names and exploring the initial sounds. We'll take a walk on the wild side when we practise moving like animals. Will we curl up like a cat or run like a dog? Inspired by pictures of amazing animals, we'll draw the pet we would like and write its name. Using our maths skills, we'll count the dogs in different sets.

At the end of the project, we'll make a collaborative scrapbook and share stories about our pets.

| Areas of learning | Early Learning Goals |
|---|---|
| Communication and language | Listening and attention; Understanding; Speaking |
| Physical development | Moving and handling |
| Personal, social and emotional development | Self-confidence and self-awareness; Managing feelings and behaviour |
| Literacy | Reading; Writing |
| Mathematics | Numbers |
| Understanding the world | The world; Technology |
| Expressive arts and design | Exploring and using media and materials; Being imaginative |

Help your child prepare for their project

Let's learn about pets! Why not use natural materials to make a 'big art' pet picture in the garden? Don't forget to take a photograph! You could also visit a friend or family member to find out how they look after their pet. You might even be allowed to hold it! Alternatively, play 'pet shops' using toy animals, taking it in turns to buy them using coins.