

NURSERY 2

Developing Your Child



➔ Large and Fine Motor Development

- Develops greater control when balancing on a beam, and stands on one foot. Walks on the beam without watching their feet.
- Develops sufficient timing to jump into hoops or play games requiring quick reactions.
- Coordinates movements to climb gym
- Shows greater perceptual judgement and awareness of limitations
- Greater control when skipping; runs well
- Strings small beads, better eye-hand coordination
- Joins dots from left to right top to bottom and to form pictures
- Builds complex block structure that extends vertically
- Fixes manipulative play objects that have small parts
- Mastering using scissors
- Draws combination of shapes, draws persons
- Dresses and undresses without assistance wears own shoes
- Feeds oneself



➔ Language and Communication Development

- Expands vocabulary shows more attention to abstract uses
- Express needs 5 to 6-word sentences
- Familiarise songs, rhymes, and finger play
- To encourage to share thoughts and experiences in front of the class
- Recognition of alphabet Aa to Zz
- Recognition of pictures
- Recognition of simple words reads words
- Retells story four or five-step directive or sequence in a story
- Write one's name with minimum help

➔ Math

- Counts 1 to 10
- Recognises numbers 1 to 10 and their value
- Corresponds numbers to objects
- Identifies shapes and colours
- Makes comparison; bigger/smaller, taller/shorter/longer
- Identifies picture patterns and continues
- Classification and Sorting

1 to 10



➔ **Social and Emotional Development**

- Engages in more cooperative play
- Encourage sharing and taking turns when playing or during group activities
- Encourage to show greater ability to control intense feelings like anger,
- Encourage to talk to peers instead of physical reactions

➔ **Visual and Performing Arts**

- Free expression through drawing and scribbling
- Tearing and Pasting
- Printing and painting
- Singing nursery rhymes and poems
- Dramatising songs and doing finger play

