

Nursery Weekly Focus

Week Beginning 13th April 2026



Welcome back!

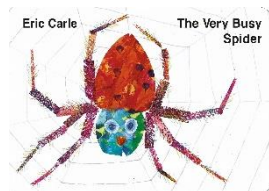
We hope you've had lovely Easter holidays. The Summer term is now here.

This week, we are going to be exploring 'light and heavy'. We will use weighing scales to compare objects.

In Literacy, we are starting our book 'The Very Busy Spider'. We will use actions and role play to explore the story.

In RE, we are going to finish our topic of 'Holy Week'.

Focus words this week: Bug hotel, minibeasts, Holy, heavy, light.



Focus Story

The Very
Busy
Spider

Maths Focus: Light and heavy

We are going to learn about light and heavy.

We will use weighing scales to compare objects.

There's a worm at the bottom of my garden.

There's a worm at the bottom of the garden
And his name is Wiggly Woo
There's a worm at the bottom of the garden
And all that he can do
Is wiggle all night and wiggle all day
The people around here, they all do say
There's a worm at the bottom of the garden
And his name is Wiggly
Wigg-, Wigg-, Wiggly
Wigg-, Wigg-, Wiggly Woo

Story Time

Please hand your child's reading book in on a Monday.



Reminder: Nursery Opening Times

Morning Session 8:40-11:40

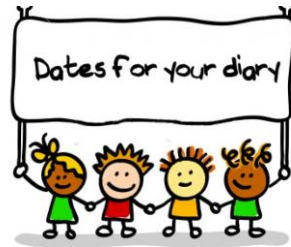
Afternoon Session 12:20-3:20

The gates will be opened to allow parents to bring their child down to classroom and collect from the classroom.

Please ensure your child arrives and is collected promptly.

This week:

1. We will learn 'There's a worm at the bottom of my garden'.
2. We will learn the Literacy text 'The Very Busy Spider'.
3. We will learn our story using actions and role play.
4. We will dance like minibeasts.
5. We will make a minibeast hotel.
6. We will learn about light and heavy.
7. We will learn to share and wait our turn through snack time.
8. The children will have PE on Thursday.
9. The children will have music with Miss Scoines on a Tuesday and Friday.



Monday 13th April - Egg Dioramas and Easter Bonnets set as Easter holiday challenges and brought into school on first day back. Easter Bonnet Parade at 2.50pm