



Pets, Animals and the Farm: Zen Den Medium term planning for Spring 2b 2026


Pathway: Pre-formal Engagement

Cognition, Learning and Engagement	Communication and Interaction	Personal and Social Development
<ul style="list-style-type: none"> Engagement in sensory stories and interactive rhyme time relating to animals and pets Find the same, texture e.g., fur, feathers Animal cause and effect toys Responding to different animal sounds and show a preference or request more using eye gaze or reaching Feeding the different pets - posting pets Messy play habitats and den building nests 	<ul style="list-style-type: none"> Copying animal sounds using early babbling sounds Pause and allow children to fill in the gaps e.g., Old Macdonald Recording sound buttons – recognising animal sounds and matching to correct animal. Guess the animal sound (YouTube) Interactive animal song board Show a preference by reaching or refusing a toy animal Communicate more or finished using body and gestures 	<ul style="list-style-type: none"> Passing the animal around the circle (singing) Showing a preference for an animal Sharing experiences with familiar adults - playing with small world animals Small world role play vets, to encourage children to play alongside others Photo sharing of our pets (staff and children)
My World Around Me		My Physical World PE/Gross and Fine Motor
<ul style="list-style-type: none"> Animal names Watching videos of animals Meeting a real animal Making food for animals - bird feeder 		<ul style="list-style-type: none"> Moving like animals Animal sound buttons/books Playdough gym - animal shape cutters Adding clothes peg legs to animals Animal insert puzzles - manipulating the pieces into place
My Independence Self-help/Life Skills/	My Creativity Music/Art/Drama	Enhanced Curriculum Trips/Visits/Experiences
<ul style="list-style-type: none"> Looking after school hens. Adult models now and next 	<ul style="list-style-type: none"> Puppets with animal sounds Colouring animals Edible messy play with animal activities Footprints in paint with animals 	<ul style="list-style-type: none"> Trip to Foxburrows Farm, Hainault Forest Looking after school hens Wear red for Red Nose Day World book day

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Cognition and Learning Early Development	Communication and Interaction	Personal and Social Development
<ul style="list-style-type: none"> • Animal names and sounds • Visual discrepancy skills e.g., finding the other half of a generic animal picture e.g., selecting spots, stripes or neither for the lion/leopard/tiger • Small world play with animals and their homes • Recognising the difference between big and small animals • Addition and subtraction within 20 	<ul style="list-style-type: none"> • Animal noises - Experimenting with our voices to make animal sounds • Listen and guess the animal game • Learning Makaton signs for animals • Expressing if we 'like' or 'don't like' an animal with words, symbols or gestures 	<ul style="list-style-type: none"> • Having and expressing our likes and dislikes to others regarding different animals • Shared experiences with animals and being gentle with animals • Photo sharing of our pets (staff and children)
My World Around Me		My Physical World PE/Gross and Fine Motor
<ul style="list-style-type: none"> • Observing/interacting with live animals • Baby animals - pairing with the adult • Which animals can we have as pets - watching pet videos showing interactions with the owners • Create a bug house. 	<ul style="list-style-type: none"> • Animal actions games e.g., gallop like a pony, scurry like a mouse, ash face with 'paws' like a cat • Threading around animal templates. • Plait the woollen tail on the pony with support 	
My Independence Self-help/Life Skills/Cooking	My Creativity Music/Art/Drama	Enhanced Curriculum Trips/Visits/Experiences
<ul style="list-style-type: none"> • Looking after school hen • Making bird feeders with class buddies 	<ul style="list-style-type: none"> • Create Mother's Day cards • 3D art focusing upon the creations of Nick Park (Shaun the Sheep and Wallace and Gromit) • Looking at the work of artists who focused upon animals such as Henri Rousseau • Creating music inspired by animals • Acting out stories about animals, linked to literacy 	<ul style="list-style-type: none"> • Trip to Foxburrows Farm, Hainault Forest. • Taking bird feeders to the park • Looking after school hens • Wear red for Red Nose Day • World Book Day

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English	Maths	Personal and Social Development
<ul style="list-style-type: none"> • Colourful semantics to support sentence structure • Exploring texts that include animals: Handa's Surprise and A Squash and a Squeeze • Non-Fiction books how to care for pets, this links to our Life Skills sessions with class buddies 	<ul style="list-style-type: none"> • Addition and subtraction within 20 • Fractions • Length and mass 	<ul style="list-style-type: none"> • Having and expressing our likes and dislikes to others regarding different animals • Shared experiences with animals and being gentle with animals • Photo sharing of our pets (staff and children)
My World Around Me Science and Humanities		My Physical World PE/Gross and Fine Motor
<ul style="list-style-type: none"> • Features of animals and labelling diagrams • Animal habitats and sorting • Animal foods and herbivores, carnivores, omnivores • Which animals do we keep as pets and which wild animals do we see in our community? • construct and interpret a variety of food chains, identifying producers, predators and prey. 	<ul style="list-style-type: none"> • Animal actions games e.g., gallop like a pony, scurry like a mouse, wash face with 'paws' like a cat • Add fine details to animal drawings e.g., whiskers, claws and feathers • Using playdough to make animals • Plait the woollen tail on the pony. 	
My Independence Self-help/Life Skills/Cooking	My Creativity Music/Art/Drama	Enhanced Curriculum Trips/Visits/Experiences
<ul style="list-style-type: none"> • Weekly Life Skills sessions with buddies • Needs of pets and how to take care of them through role play feeding, exercising and toileting (litter tray sifting and poo bags) • Making bird feeders 	<ul style="list-style-type: none"> • Create Mother's Day cards • 3D art focusing upon the creations of Nick Park (Shaun the Sheep and Wallace and Gromit) • Looking at the work of artists who focused upon animals such as Henri Rousseau • Creating music inspired by animals • Acting out stories about animals, linked to literacy 	<ul style="list-style-type: none"> • Trip to Foxburrows Farm, Hainault Forest • Looking after school hens • Wear red for Red Nose Day • World Book Day