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| **EPISODE** | **TITLE** | **EPISODE THEMES** |
| **1** | **TOO STICKY** | - Imagination- Counting - Signage and measurement (cup)- Paper-mache ball |
| **2** | **A VERY HOT DAY** | - Likes/preferences (identity)- Organising self and belongings- Sun protection - Lists and counting  |
| **3** | **LET THE PAINT DRY!** | - Self-management: patience- Importance of and uses for water- Signage and measurement |
| **4** | **POSSUM WANTS A PET** | - Caring for others/pets- Native Australian animals- Great Barrier Reef- Underwater collage |
| **5** | **HOW DOES YOUR GARDEN GROW?** | - Imagination- Investigate, observe discuss:  water absorption - Growing plants - Following written instructions |
| **6** | **POSSUM’S DOOR** | - Consequences for actions- Helping and sharing ideas with others- Bird feeder, following visual instructions- Measurement |
| **7** | **A SURPRISE FOR SALLY** | - Social management: showing appreciation, helping others- Exploring and describing animals- Making patterns |
| **8** | **THE CASE OF THE MISSING FRIDGE** | - Investigate, observe, discuss: floating - Using recyclable materials |
| **9** | **THE BIG BALLOON RIDE** | - Size - Emotions; sad/happy, surprise - Investigate, observe, discuss: bubble making - Measurement: cup/spoon  |
| **10** | **SALLY HAS A PARTY** | - Social management: working with others - Exploring concepts – stretchy and bendy - Paper chain decoration |
| **11** | **A VERY COLD DAY** | - Social management: caring for others- Managing health and wellbeing- Imaginative play |
| **12** | **THE GREAT RACE** | - Self-management: patience- Gross motor skills |
| **13** | **WHAT DOES UP, MUST COME DOWN** | - Taking turns - Force and things that fly- Counting- Kite making, following instructions  |
| **14** | **WHAT CAN YOU DO WITH A PUMPKIN?** | - Gross motor skills - Responsibility - Social management: playing with others |
| **15** | **THE OBSTACLE COURSE** | - Gross motor skills- Planning and designing- Tying a reef knot  |