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| **EPISODE** | **TITLE** | **EPISODE THEMES** |
| **1** | **POSSUM WANTS TO GO**  **TO SCHOOL** | * Dramatic play * School routines * Emotions; excitement, enjoyment, nervous, anxious, alone |
| **2** | **THE BUSH WALK** | * Environmental awareness * Caring for and respecting the environment * “Litter-Free” lunch * Bush walking |
| **3** | **WHAT IS WOOL, SALLY?** | * Wool: origins, processing and uses * Pom-pom, following instructions |
| **4** | **KANGAROOS IN THE**  **BACK PADDOCK** | * Native Australian animals * Gross motor skills * Game play: hopscotch |
| **5** | **POSSUM’S CLASSROOM** | * Dramatic play * School activities |
| **6** | **A DINNER GUEST** | * Weaving * Woven paper placement, following instructions |
| **7** | **WHERE DO EGGS COME**  **FROM?** | * Chicken eggs: origins, life cycle (egg>chicken>egg) and ways of cooking |
| **8** | **POSSUM BREAKS A**  **PLATE!** | * Emotions; worry, angry * Social management: apologising * Making a jigsaw puzzle * Shapes, lines |
| **9** | **POSSUM WANTS TO BE**  **TALLER** | * Measurement: height * Emotions * Gross motor skills: balance and care |
| **10** | **SMALLEST CARROTS IN**  **THE WORLD** | * Plants: life cycle, structure of a plant, edible parts of plants |
| **11** | **THE FOOTBALL** | * Shape: balls, round * Measurement: size * Data collection and representation: table of shape, size, colour, feel and use of balls |
| **12** | **POSSUM CHOOSES**  **BREAKFAST** | * Self-management: decision making |
| **13** | **POSSUM’S THE KING OF**  **THE CASTLE** | * Construction: building stable structures using a right-angle tool |
| **14** | **POSSUM IN CHARGE!** | * Independence * Emotions; sadness, loneliness |
| **15** | **POSSUM JOINS THE**  **CIRCUS** | * Emotions; fear/nerves, confidence * Gross motor skills: balance, care * Developing obstacle course with household items |