

Communication, Language & Literacy

- Recognising and writing our own names and other words.
- Learning each letter sound and how they can be used to build words in reading and writing.
- Listening to stories and rhymes linked to the theme.
- Retelling familiar stories in the correct sequence.
- Writing lists, labels and recounts of events.
- Making books eg. Class baby book, an Alphabet book, Information books – body, senses, family
- Describing ourselves and our teddy bears, extending vocabulary and exploring the meanings of new words.

Physical Development

- Developing an awareness of space and of self in large scale movements.
- Taking part in ring, group and playground games.
- Exploring what happens to our bodies during exercise and how we feel afterwards.
- Gaining control over fastenings when getting dressed and undressed for P.E. sessions
- Developing the pencil grip and gaining control with mark making implements.
- Using and holding scissors correctly.
- Project- chairs for bears. Assembling and joining a bear hat. Designing and making food for a teddy bears picnic, including porridge and funny face biscuits.
- Christmas card making and decoration construction.

Creative Development

- Developing drawing skills through self portrait (Van Gogh), our families, chalk and straw drawings of skeletons.
- Exploring and experimenting with effects created when mixing paint colours or using different sized brushes.
- Using variety of media in collage.
- Taking on different roles and developing imagination in the role play, puppet and mask making.
- Making funny faces biscuits, porridge and space food.
- Learning new Action rhymes and songs.
- Exploring the sounds of different percussion instruments .and how they can be used to accompany songs, stories and rhymes.
- Taking part in the Pre-Prep nativity.

Problem Solving Reasoning and Numeracy

- Using number names in order and in familiar contexts up to 10.
- Counting reliably up to 10 objects
- Finding 1 more or 1 less than a given number up to 10.
- Solving problems with numbers to 10, using language involved in addition and subtraction.
- Using simple mathematical language to describe 2D shapes and make pictures and patterns.
- Using simple mathematical language to describe size. Compare the size and length of 2 or more objects.
- Sequencing the days of the week through song, identifying and ordering key features of the day and night.
- Using simple charts to compare the numbers of boys/girls, eye colour and other surveys related to ourselves and family.

Events / Festivals

- Harvest festival - Diwali
- Ramadan & Eid – Fireworks
- Christmas

Phonics

- Phase 1 –Phase 2- up to set 8.

Autumn Term Settling into Reception You, Me and Us Bears, Light, Celebrations



Some stimuli eg. story books/ rhymes

- Titch
- Healthy food
- Goldilocks
- Bear hunt
- Yummy honey
- Funny Bones
- The moon
- Owl babies
- Autumn / harvest
- Christmas

Role play

- baby clinic, teddy shop, woodland and cave, opticians, the moon, winter wonderland / igloo

Personal, Social & Emotional Development

- Getting to know you. Forming good relationships with peers and adults in school.
- Working as part of a group, sharing and taking turns.
- Learning the rules and routines of school. Becoming familiar with the areas of the classroom and resources.
- Developing independence in managing personal hygiene and dressing
- SEAL – New beginnings, Good to be me, Relationships.
- Knowing about ourselves – having an awareness of what we can do. Comparing the views and beliefs of our families.

Knowledge & Understanding of the World

- Ourselves – looking at our reflections, compile a class baby album; construct a now and then timeline using pictures of ourselves; washing, hygiene routines, learning the names of parts of our bodies; investigating how we are different to our friends and people in our family; making comparisons to other people’s families; finding out about bones, bodies and our 5 senses; investigating if we eat healthily.
- Light, dark and the moon. Looking at the differences between day and night. Finding out about space and the moon.
- Bears –exploring how teddy bears have changed over time, comparing teddy bears within the class; finding out about bears around the world looking at where they live and hibernation as well as what they eat.
- Investigating the different forms of technology at school and at home. developing skills in using a computer mouse, logging on and selecting from a simple drawing or simulation program.
- Begin to learn about different festivals and celebrations in England and other countries, eg. Harvest festival, firework night, Remembrance day, Divali and Christmas.

Communication, Language & Literacy

- Reading texts related to a topic, including non-fiction.
- Begin to understand the elements of familiar stories, looking at character, setting and sequence. Use of role play, hot seating and freeze frames to explore stories.
- Describing the ideal pet, comparing different animals and making choices.
- Writing instructions eg. How to look after a pet.
- Sequencing events and writing captions to accompany pictures.
- Work revolving around nursery rhymes eg. Creating a rhyming wall for Humpty Dumpty.

Personal, Social & Emotional Development

- Making New Year resolutions, creating personal targets.
- Finding out about the story and celebrations involved in Chinese New Year, St Valentine's day and Easter.
- Learning about the 'Dangers of electricity' and how to stay safe in the home.
- Animals have feelings too. Learn about how to care for animals with the help of a visit from a VET and a variety of pets.
- SEAL- Getting on and falling out, Say no

Knowledge & Understanding of the World

- Making things work- exploring the mechanics behind clocks; investigating the power of magnets and wind, finding out which objects float sink, experimenting with colour and light, mirrors and reflections; identifying uses of Electricity, exploring sound and the invention of the telephone (AG Bell). Inventions of Wallace and Gromit .
- China and the New Year– using a globe and maps to locate China, using the internet to search for information about China and the people who live there.
- Exploring farms and farming in England. Find out about the different types of farming and where our food comes from. Investigate how it has developed over time – compare old farming techniques to machinery today. Growing plants that we eat. Looking at weather and new life in Spring. Make a rain gauge. Battery chicks to care for in class.
- Controlling direction and movement with Programmable toys. Using programs to create charts, pictures and sentences on screen.
- First hand experience of animals through visiting pets / visit to Notcutts. What do they eat? Where do they live? What do they look like?
- Learning about the festivities of Easter and the meaning behind this celebration.

Problem Solving, Reasoning and Numeracy

- Estimating and counting with numbers to 20.
- Solving addition and subtraction problems to 10.
- Becoming familiar with the notation of money, making totals and finding change in the Chinese Restaurant.
- Sorting and classifying 2D and 3D shape.
- Using vocabulary involved in determining position and direction. Find the hidden animal.
- Exploring time, the turn of a new year, telling the time to o'clock and half past.
- Creating charts to identify and measure patterns in weather.
- Measuring and comparing the capacity of different containers.

Phonics

Complete phase 2, teach phase 3.

Cursive Handwriting

coagdq nmhrbp xfvw
zekx ituyl

Events

Chinese New Year
Mother's Day
Valentine's day
Easter

Spring Term

How things work, CNY, Pets, Farming food and weather, Easter



Creative Development

- Experimenting with marks, creating Chinese calligraphy and landscape art. Movement, dragon dance and Music Express activities.
- Working in large scale to create a junk model farm, looking at shape, size and colour when representing each animal.
- Early skills in developing observational drawings using toy pets as a model.
- Exploring ways of creating animal prints, using a variety of media.
- Developing 3D models in clay.
- Using the artists Paul Klee and Jean Miro to inspire investigations surrounding shape and pattern.

Physical Development

Designing and making telephones, comparing old to new.
Making animal boxes to go to the vet.
Working together to make a junk model farm selecting methods for joining and assembling.
Developing the technique involved in making pop up books.
Show control over use of tools when making Chinese lanterns and dragons.
Move with confidence and control, mimicking movements of different farm animals and Chinese dragons. Farmers in the den and other playground games.

Stimulus eg. story books

CNY story
The pet show
My cat likes to hide in boxes
Old Mother Hubbard
The fish who could wish.
Non fiction pet books

Enormous turnip
Pig in the Pond
3 Billy Goats
Little Red Hen
Humpty Dumpty
Old Woman and the Pumpkin

- **Role play:** Science lab, VET, Chinese Restaurant, Farm shop- fruit and veg.

Problem Solving, Reasoning and Numeracy

- Ordering and sequencing numbers to 20, counting forwards and backwards.
- Making estimation and predictions with numbers to 20 and beyond.
- Counting forwards and backwards in 2s and 10s
- Reading a simple timetable with o'clock and half past times, using it solve problems related to travel.
- Recognising and using coins to £1, paying money for travel.
- Using the language involved in measuring the weight of packages
- Sorting and classifying minibeasts and characters.
- Identifying and creating symmetrical patterns in shields.
- Use 3D shapes and 'small world' to make a map of the school grounds.

Creative Development

- Developing sketches of different types of insects
- Working as a large group to create a castle Mural
- Using the work of Matisse 'The snail' to create minibeast pictures in a similar style.
- Learning new songs about creating their own.
- Taking part in an end of year assembly.

Knowledge & Understanding of the World

- Exploring different places we have visited.
- Using texts and the internet alongside personal experience to find out about places we have visited and minibeasts.
- Looking at flags around the world.
- Learning about the lives and work of Royalty.
- Comparing and contrasting.
- Using Beebots to plan journeys on a map.
- Places around us, buildings, houses and homes maps and plans
- Looking at and creating a simple plan of the school grounds.
- Learning about the habitats of a variety of minibeasts. Going on a minibeast hunt around the grounds.
- Castles – visit Windsor Castle. Find out how it has changed over time, compare its use and design to other medieval castles.

Communication, Language & Literacy

- Descriptive writing e.g. building of a castle, minibeast madness.
- Tracking non fiction texts to answer questions
- Learning and adapting rhymes and songs eg. There was a princess long ago
- Creating story maps of familiar and traditional tales, sequencing the narrative in the correct order.
- Developing the use of punctuation in reading and writing, using full stops and capital letters.
- Ordering simple sentence to sequence a story.
- Writing a story e.g. about a person who lives in a castle.

Phonics

Recap all stage 3
Teach Phase 4
Handwriting
Recap letter formation:
Use in word building.

Events

The Queen's Jubilee
St George's day
Fathers Day
Royal Ascot
Sport days

Summer Term Tales, Minibeasts, Castles



Personal, Social & Emotional Development

- Learning about the rules for road safety, crossing the road, travelling in a vehicle safely on school trips.
- The story of Noah's Ark.
- Finding out about the Royal family and the procession to Ascot. Celebrating The Diamond Jubilee.
- Visit to Windsor Castle. Staying safe out of school.
- St George's day, who is St George?
- SEAL- Changes and Going for goals

Stimulus eg. story books

Mr Gumpy
Gingerbread Man
Non fiction texts on homes and castles:
The Castle Story
What Were Castles For?
The Kiss That Missed.
Sleeping Beauty
Princess and the Pea
The Frog Prince
Hairy Scary Castle

- **Role play:** Travel agents, train station, Castle/ fairytale castle, minibeast lab

Physical Development

- Design and make minibeasts using a range of materials.
- Assembling and modifying junk model creatures and castles. Create a track for Beebots to follow.
- Looking at the movement arrows and cannon balls make
- Developing early skills in sewing – creating simple patterns and shapes.
- 3D map of school
- Constructing parachutes, investigating appropriate materials to use in design.
- Pre Prep Sports day.