

Physical Development

- Exploring what happens to our bodies during exercise and how we feel afterwards. How to be healthy. Routines for hand washing etc
- Developing an awareness of space and of self in large scale movements.
- Taking part in ring, group and playground games.
- 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.
- Christmas card making and decoration construction.
- Outdoor area sessions exploring Autumn, tree faces, the woods.

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, Getting on and Falling out
- Knowing about ourselves – having an awareness of what we can do. Comparing the views and beliefs of our families.

Phonics

Phase 1
Phase 2

Reception Autumn Term

All about me, 100 Acre Wood, Favourite Stories. Celebrations



Communication and Language

- Listening to stories and rhymes linked to the theme.
- Making up jingles with the initial sounds of names
- Describing ourselves and our celebrations, extending vocabulary and exploring the meanings of new words.
- Being aware of voice and instrumental sounds
- Retelling familiar stories in the correct sequence.
- Asking questions to find out about one another and their new school

Maths

- 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.

Characteristics of Effective Learning

Playing and exploring-

Making comparison's between ourselves, spotting patterns, Finding out about new experiences and answering questions. Taking risks at school.

Active learning-

Are they focused in their activities? Do they persevere when finding the answers to different questions of solving a problem?

Creative and critical thinking-

Can they think of new ways to carry out an activity? Can they solve problems when learning about shape and themselves? Do they give ideas?

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.
- Writing lists, labels and recounts of events.
- Hearing rhyme and making up own rhyming sentences.
- Exploring characters and stories
- Making books eg. opposites book, an Alphabet book, Information books

Expressive Arts and Design

- Developing drawing skills through self-portrait and of our families.
- 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.
- Using the artist Klandinsky to inspire investigations surrounding circular shape and pattern.
- 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 Nativity.

Events / Festivals

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

Some stimuli eg. story books/ rhymes

All About Me, All Shapes and Sizes, My Friend Harry, Cat in the Hat, 100 acre wood, Where the Wild Things Are, Tiger Who Came to Tea, The Great Nursery Rhyme Disaster, Once Upon a Time, Autumn / harvest Christmas

Role play Cafe, Winnie the Pooh's House, Woodland, Tea Party, Story land, winter wonderland / igloo

Understanding of the World

- Looking closely at ourselves, talk about similarities, differences and patterns; explore the world around us, the woods and school grounds.
- 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, Eid and Christmas.
- Regular cooking experiences- ice cream , salads, biscuits, celebration treats
- Explore different iPad apps to link to texts shared in class, develop phonics and number skills, create pictures and take photographs.
- Look at change in materials, what happens when you cook an egg?
- Investigate the best way to make a sandcastle/ protect an egg from cracking when dropped.

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.
- Thinking of others feelings and their own.
- The story of Noah's Ark.
- SEAL- Going for Goals, Good to be me, Relationships

Communication and Language

- Use of role play, hot seating and freeze frames to explore stories.
- Thinking of own inventions and describing how they would work and why we need it.
- Work revolving around nursery rhymes eg, making own versions of Hickory Dickory
- Asking questions and making comparisons about different traditional tales.
- Give instructions about how to make a Gingerbread man or direct people on a walk around the school.

Phonics

Complete phase 2, teach phase 3.

Literacy

- Reading texts related to a topic, including non-fiction.
- Begin to understand the elements of familiar stories, looking at character, setting and sequence. Retelling The Gingerbread Man story. Creating own versions of a story based on a familiar tale.
- Writing instructions eg. How to make a Jack in the Box.
- Sequencing events and writing captions to accompany pictures.

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

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.
- Controlling direction and movement with Programmable toys. Using programs to create charts, pictures and sentences on screen.
- First hand experience of animals through visiting farm animals. 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.
- Regular cooking experiences- Chinese food, apple pie, making own recipes
- Explore different programs and iPad apps to link to texts shared in class, develop phonics and number skills, create pictures and take photographs.

Physical Development

- Designing and making telephones, comparing old to new. Working together to make a junk model farm selecting methods for joining and assembling.
- Show control over use of tools when making Chinese lanterns and dragons.
- Move with confidence and control, mimicking movements of different animals and Chinese dragons. Farmers in the den and other playground games.
- Outdoor area sessions- bird cakes, camouflage capes, making chocolate nests, sorting collections, exploring weather.

Reception Spring Term Time, How things work, Transport, CNY, Growing things, Easter



Characteristics of Effective Learning

Playing and exploring-
Finding out about mechanisms and how things work.
Finding out about different modes of transport.
Exploring forces. Learning about different foods and how they are grown. Looking at changes in weather patterns.

Active learning- do they use a range of information sources to find out about a topic? Can they work until they have found out a suitable way to complete a task?

Creative and critical thinking- designing their own invention, creating ways to make things move, can they suggest ways to test and improve their ideas?

Expressive Arts and Design

- 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 farm animals 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.

Maths

- 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.

Stimulus eg. story books

Non-Fiction books on how things work, Hickory Dickory, What's the Time Mr Wolf, Engines Engines, The Train Ride, Jumbo Jet Pilot, Noah's Ark,

Chinese New Year story, Gingerbread Man, Farmyard Hullabaloo, Oliver's Fruit and Veg, , Chicken Licken, Easter Story

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

Communication and Language

- Learning and adapting rhymes and songs eg. There was a princess long ago
- Use vocabulary appropriately when talking about events long ago
- Ask questions to find out more about their past and that of the Royal family
- Accurately anticipate key events in familiar stories.
- Explore ways to change familiar stories and nursery rhymes through setting character, events.

Literacy

- Descriptive writing e.g. building of a castle, familiar setting
- Tracking non fiction texts to answer questions
- 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 sentences to sequence a story.
- Writing a story e.g. about a person who lives in a castle.
- Writing reports about castles and recounts of trips

Expressive Arts and Design

- Developing sketches of characters and settings
- Working as a large group to create a castle Mural
- Making a coat of arms
- Creating a fairytale painting
- Royal portraits
- Learning new songs about creating their own.
- Exploring the use of sculpture.
- Taking part in an end of year assembly.

Maths

- Ordering and sequencing numbers to 20 and beyond, counting forwards and backwards. Making estimation and predictions with numbers to 20 and beyond.
- Doubling and halving with numbers to 10 and beyond.
- Counting forwards and backwards in 2s, 5s 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.
- Using the language involved in measuring weight and length
- Sorting and classifying objects. Which items belong to which character?
- Identifying and creating symmetrical patterns in shields.
- Solving problems, including doubling, halving and sharing
- Making a 3D castle

Characteristics of effective learning

Playing and exploring-

Exploring variety of castles and how they are classified- looking at differences. Finding out about Windsor Castle. Find out about Bears and their habitats.

Active learning-

Can they challenge themselves and strive to improve things?

Creative and critical thinking-

Giving ideas about how castles have developed, designing their own castles and considering important features, planning a banquet and evaluating its success.

Reception Summer Term Bears, Castles



Phonics

Recap all phase 3
Teach Phase 4

Events

St George's day Fathers
Day
Royal Ascot Sports day

Stimulus eg. story books

Where is My Teddy
Teddy Bear Teddy Bear
Goldilock's and the Three Bears
We're Going on a Bear Hunt
Teddy Bear Picnic
Kings and Queens- Henry VIII, Queen Victoria
Knights and Dragons- Shhh!
Jack and the Beanstalk
Princess and the Pea
Sleeping Beauty
Non fiction texts on castles
Role play: Bear cave, The Woods and the 3 Bears house, Castle

Personal, Social & Emotional Development

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

Physical Development

- 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.
- Constructing parachutes, investigating appropriate materials to use in design.
- Pre-Prep Sports day. Keeping active and healthy.
- Outdoor area sessions- minibeast hunts, spiders webs, clay kingdom, willow crowns

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.
- Learning about the lives and work of Royalty.
- Comparing and contrasting.
- Using Beebots to plan journeys on a map.
- Exploring and making maps
- Places around us, buildings, houses and homes maps and plans
Looking at and creating a simple plan of the school grounds.
- Castles – visit Windsor Castle. Find out how it has changed over time, compare its use and design to other medieval castles.
- Regular cooking- stained glass window biscuits, castle feast
- 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.