

Reception Long Term Planning 2019~2020

E. Rowling

Area of Learning	Autumn 1 (This is me/ 2xweek child initiated)	Autumn 2 (Celebrations/ Christmas)	Spring 1 (Winter space)	Spring 2 (Once Upon a time/ Nursery rhymes)	Summer 1 (Dinosaurs, Mini- beasts)	Summer 2 (Holidays)
Physical Dev. *Fine motor cross- curricular links		Gym apparatus Real PE Write Dance	Indoor Athletics Real PE	Indoor Athletics Real PE	Dance Real PE	Athletics Real PE
Personal, Social, Emotional Dev.	New Beginnings	Getting on & Falling Out / Anti- bullying	Taking Care/Protective Behaviours	Good to be me / Going for goals	Relationships	Changes
Communication & Language	Listening skills	Speaking skills Extending vocab. through role-play	Listen & respond to stories	Following instructions	Organising talk & sequencing ideas	Answering how & why questions
Literacy	Introducing cursive letter formation for writing Traditional Tales	Christmas themed stories Use language to imagine & re-create roles, use phonics knowledge to create letters to Father Christmas & Christmas wish lists. Were going on a bear hunt	Read & write some high frequency words. Talk a sentence organising thoughts and ideas. Form labels, captions and simple sentences. Read a range of common words & extend vocabulary. Information texts Whatever next How to catch a star	Read texts compatible with phonics knowledge. Develop understanding of elements of story ~ character, opening & sequence of events. Answer & create questions from non- fiction texts. Attempt writing for a variety of purposes – lists & instructions Jack and the Beanstalk	Introduce full stops, finger spaces & capital letters. Read more complex texts. Writing narratives in correct sequence – order own ideas for story telling & writing.	Begin to form simple sentences sometimes using punctuation. Continue to develop narrative writing working on independent skills. Read texts compatible with their phonic knowledge.

Mathematics	Counting, recognising, ordering & understanding numbers to 20. Developing comparative language such as tallest/shortest. Comparing sets – less/more 1 more/1 less	Introduce money. Recognise & name simple 2d shapes. Counting forwards & backwards using numbers 0 – 20 & extending to 100. Introduce 3d shapes. Positional language. Developing an initial understanding of repeating patterns.	Numeral recognition & writing 1 – 20. Comparative language. 1 more/1 less + 2 more/2 less Simple addition (counting on) and practical subtraction. Weight. Days of the week. Introducing money ~ coin recognition – counting 1p coins	Counting back ~ subtraction Money – introduce more coins, adding coins. Compare 2d & 3d shapes.	Counting in 10s and 2s Estimating. Count on, up & back. More 3d shapes – square & triangular based pyramids. Doubling & halving Symmetry Money – more adding & giving change. Capacity.	First, second & third ~ ordinal numbers. Sets, groups & graphs. Review money, addition & subtraction. Sharing equally Problem solving.
Understanding the World	Myself Harvest Festival Autumn	Bonfire Night Owl babies Wre going on a bear hunt One snowy night Hannukah? Baboushka Christmas Story	Polar regions/penguins Winter space	Growing (beanstalks)	Mini-beasts & Mega- beasts ~ dinosaurs	Exploring the wider world & Space ~ Flat Stanley Methods of travel past & present
Expressive Arts & Design	<u>Printing & Creating with re-cycled materials (joining)</u> Matisse ~ scissor skills & paper art. Music ~ Where do we hear music, How does it make us feel? Classical composers	<u>Collage Art</u> Russian art ~ Autumn inspirations Music ~ classical composers continued	<u>Drawing</u> Starry night – Van Gogh Still life studies Music ~ individual instruments of the orchestra	<u>Sculpture ~ clay & re-cycled materials</u> Music ~ individual instruments of the orchestra cont.	<u>Texture/Shape</u> Mondrian Music ~ creating our own musical instruments	Music ~ creating our own songs and music
ICT *	Identifying computer parts, learning to use IWB.	Learning to use a simple programme	Giving instructions programming toys Using IPADS to read stories with barcodes	Programming toys Creating a simple game	Working with an adult to produce posters & information On-line safety	Creating simple pictograms (2Count)