Sherdley Primary School Reception Medium Term Planning Spring Term 1 2025

Key Text – The Gingerbread Man.

 PSED NSPCC Talk Pants – Pantosaurus Dreams and goals. Motivation and perseverance when facing challenges. Taking turns when playing board games. Who can we trust? Stanger Danger. Setting a target/goal Talk about what they would like to achieve, their aspirations – what do you want to do when you grow up? 	 Expressive Arts and Design Looking at Kandinsky– using squares and rectangles. Music –copy rhythms and nursery rhymes. Introduce playing a glockenspiel Listening to Grieg – The Hall of the Mountain King and Dukas the Sorcerers Apprentice To draw the GBM with charcoal To make maps of the route that the Gingerbread Man took. To act out scenarios in the role play school. To paint pictures of farm animals. 	 Literacy Retelling the story in the correct sequence. To retell the story using the Tales Toolkit format. Labelling the characters in the story and the different story parts. Writing descriptions on posters to find the lost gingerbread man. Phase 3 – Letters and Sounds. To read words with a range of digraphs. To read Phase 3 tricky words.
 Physical Development Ball skills – rolling a ball, throwing and catching, stopping a ball with your foot, dribbling and kicking. Manipulating rolling pins and cookie cutters. Pouring and stirring using different utensils and funnels. To construct a bridge for the Gingerbread Man to cross the river. Letter formation. 	Utberne Little Baard Boots Gingerbread Man Feature 1 junt Annual	 Mathematics Whole and part whole. Ordinal numbers. Routes – positional language. Introducing zero. Comparing numbers to 7 Composition of 4,5,6,7 Estimating. Comparing mass and capacity.
 Communication and Language Talk about their Christmas holiday – what they did with their family. Play listening games. Following instructions when making a gingerbread man. Positional language – focusing on routes. Landscape and features – hill, river, road, wood, farm, town Repeated refrains from the story – 'run, run, as fast as you can'. 	 Enrichment Activities Winter Walks Making and baking our own gingerbread man. To smell different spices. To go on a Gingerbread Man hunt. Take part in RSPB Big Birdwatch To order and collect pizza 	 Understanding the World Looking at foods that go soggy in water – talk about what happens. Looking at sponges in water and talk about what happens to them. To make cookie dough and talk about the changes to the ingredients. To look at the route of the Gingerbread Man and talk about the features. To investigate how to make a dough ball – using flour and water. Making their own bread roll and talk about the difference between the raw dough and when it has been cooked. Making toast – what happens to the bread in the toaster.

 What I can talk about at home. Who I can trust? Keeping safe out and about – holding hands, crossing roads – what we need to do. Talk about what they can see when they are out walking and compare to what the gingerbread man saw. Keeping safe in the kitchen – what item items are hazardous. 	 Maths activities I can do at home. Looking for squares and rectangles at home. Looking for numbers at home, especially 6, 7. Counting out amounts when setting the table – there are 4 forks and 4 knives, therefore the amounts are equal. Positional language. Looking at the mass (weight) of different items – who is the heaviest / lightest in the house. Filling different containers – what holds 	 Literacy activities I can do at home. Talk about the story – retell it thinking about the sequence. Read their own version of the Gingerbread Man and look at YouTube videos on line. To write their full name – first name and surname.
 Key Vocabulary Names of the features that they would find at a farm – barn, stables, chicken coop, etc Words associated with cooking - Bake, ingredients, recipe, dough Names of kitchen utensils – whisks, spatulas, baking tray, ladle, rollig pin, piping bag 	more/less.	 Activities I can do at home. Baking biscuits Icing biscuits Looking at sponges in the bath and what happens to them – do they go soggy? Ball games at home and in the park – rolling a ball at a target, stopping a ball
	 The Runaway Pizza – Brenda Parks The Gingerbread Girl – Lisa Campbell Ernst The Gingerbread Baby – Jan Brett The Gingerbread Man 2 – Stephen Dixon Hansel and Gretel Rosie's Walk The Hare and the Tortoise 	 with your foot, dribbling a ball, throwing and catching. Playing board games – taking turns.