Development Matters - Reception

Phonics based Learning

Topic themes

Pirates 3, 4 Magic Carpet 7
People Who Help Us 5, 6

Communication and Language

ELG: Listening, Attention and Understanding

Speaking

Community visits Dentist Police, Road safety, Fire service (5, 6)

Engage in non-fiction books

Listen to and talk about selected non-fiction to develop a deep familiarity with new knowledge and vocabulary

Ask questions to find out more and to check they understand what has been said to

Learn and Use new vocabulary (higher tier).

Describe events in some details

Articulate their ideas and thoughts in well-formed sentences.

 ${\bf ELG}\ {\bf LA}$ hold conversations when engaged in back and forth exchanges with their teacher and peers

 $\ensuremath{\mathsf{ELG}}\ \ensuremath{\mathsf{S}}$ express their ideas and feelings about their experiences

Pirate story (3, 4)

 ${\bf Talk\ for\ Writing-personalised\ Story\ maps/hot\ seating/character\ role\ play}$

Listen to and talk about stories to build familiarity and understanding.

 $\label{eq:Adapt the story using predictable and patterned language.} \\$

Understanding of beginning, middle and end.

Retell a story using the language, once upon a time, first, then, finally, happily ever after

EIG LA listen attentively and responds to what they hear with relevant questions comments and actions

Floating & Sinking/Push & pull experiment (4)

ELG S offer explanations for why things might happen, making use of recently introduced vocabulary



WOW events!

Community visits-Police, Fire, Road Safety, Dentist

Join a pirate crew Magic carpet

Expressive Arts and Design

ELG: Creating with Materials Being Imaginative and Expressive

Explore, use and refine a variety of artistic effects to express their ideas and feelings.

ELG CM experiment with colour design texture
Topic based crafts (1-7) D&T design/build a pirate ship

Return to and build on their previous learning, refining ideas and developing their ability to represent them.

Create collaboratively sharing ideas, resources and skills

ELF CM Share their creations, explaining the process they have used

Ongoing provision/role play

ELG CM make use of props and materials when role playing characters in narratives and stories

Talk 4 writing (3, 4)

ELG BI&E Invent and Adapt story with peers and teacher, performs stories.

Charanger music (1-7)

Sing in a group or on their own, increasingly matching the pitch and following the melody.

Listen attentively, move to and talk about music, express their feelings and responses

Personal Social and Emotional Development

ELG: Self-Regulation Managing Self Building Relationships

Reflection from police visit—our place in the community (5, 6)

Think about the perspective of others

Build constructive and respectful relationships

ELG SR show an understanding of their own feelings and those of others and begin to regulate their behaviour accordingly.

ELG MS explain the reason for rules, knows right from wrong and try to behave accordingly

Road safety presentation Fire safety discussion from the fire brigade (5, 6)

ELG MS explain the reason for rules, knows right from wrong and try to behave accordingly

ELG SR shows an ability to follow instructions involving several ideas or actions

Daily routines & expectations (1-7)

ELG MS manage own basic hygiene and personal needs, include dressing and going to the toilet.

ELG SR give focused attention to what the teacher says, responding appropriately even when engaged in an activity, and show the ability to follow instructions involving several ideas or actions ELG BR Work and play co-operatively and takes turns with others

 $\ensuremath{\mathsf{ELG}}\xspace$ BR Form positive attachments to adults and peers

ELG BR shows sensitivity to their own and to others needs.

ELG SR show an understanding of their own feeling and the feelings of others

ELG SC to be able to wait for what they want and control their immediate impulses

when appropriate

Summer 1





Understanding the World

ELG: Past and Present People, Culture and Communities The Natural World

Magic carpet (7)

ELG NW Explore the natural world around them, making observations and drawing pictures of animals and plants. • Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and PC what has been read in class

Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, non-fiction texts and (when appropriate) maps.

Community visits (5, 6)

Talk about members of their community

Pirate explorers (3, 4)

Recognise some similarities and differences between life in this country and life in another country

Recognise some environments are different to the one in which they live

Draw information from a simple map

ELG PC&C describe their immediate environment using knowledge from observation, discussion, story, texts and maps

ELG PC&C explain some similarities and differences between life in this country and life in other countries

Physical Development

ELG: Gross Motor Skills Fine Motor Skills

PE outdoor team games (1-7)

Outdoor Equipment

Develop balance, coordination and agility

Refine a range of ball skills including throwing, catching, kicking, passing, batting and aiming.

Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball

 ${\bf ELG}~{\bf GM}$ demonstrates strength, balance and co-ordination when playing

Daily handwriting sessions

Use their core muscle strength to achieve a good posture when sitting at a table.

Develop the foundations of a handwriting style, which is fast accurate and efficient.

ELG FM holds a pencil effectively in preparation for fluent writing, using the tripod grip in almost all cases.

Daily ongoing provision

ELG Use a range of small tools, including scissors, paint brushes and cutlery; - Begin to show accuracy and care when drawing.

Community visits-Dentist, Road safety, Fire & Police service (5, 6)

Know and talk about the different factors that support their overall health and wellbeing.

Literacy

ELG: Comprehension Word Reading Writing

Little Wandle Phonics Programme—Phase 4

Reading groups

Read letter groups that represent one sound and say sounds for them.

Read common exception words linked to Phonics programme

Read simple phrases and sentences made up of words with known letters and exception

words Re-read books

 $\mathsf{ELG}\ \mathsf{R}\ \mathsf{say}\ \mathsf{a}\ \mathsf{sound}\ \mathsf{for}\ \mathsf{each}\ \mathsf{letter}\ \mathsf{in}\ \mathsf{the}\ \mathsf{alphabet}\ \mathsf{and}\ \mathsf{at}\ \mathsf{least}\ \mathsf{10}\ \mathsf{digraphs}$

ELG R read words consistent with their phonic knowledge by sound blending

ELG R read aloud simple sentence and books that are consistent with their phonic knowledge including some common exception words

Fiction and Non Fiction books(1 -7)

Talk for Writing-Story maps/hot seating/character role play (3, 4)

ELG C Anticipate (where appropriate) key events in stories.

ELG C Demonstrate understanding of that's been read to them by retelling stories and narratives using their own words and recently introduced vocabulary

ELG C Use and understand recently introduced vocabulary during discussion about stories, non fiction, rhymes and poems during roleplay

Daily Handwriting Topic writing (1-7)

Form lower case letters correctly

Spell words by identifying the sounds and writing the sounds with the letters Write short sentences with words with known letter sounds correspondences using a capital letter and full stop.

Reread what they have written to check that it makes sense.

Mathematics

ELG: Number Numerical Patterns

White Rose Maths scheme (1-7)

Number 10 and beyond

Compare and composition of numbers to 10 and beyond

Subitising, counting, matching, ordering

Automatic recall of Number bonds to 10 $\,$

Counting patterns to 10 and beyond

3D shapes

Match, rotate & manipulate shapes to develop Spatial reasoning skills

Pattern AABB, BBA

ELG NP verbally count to 20, recognising the pattern of the counting system