Reception Long Term Plan

Autumn Term	Spring Term	Summer Term
The Owl Babies Room on the Broom Little Robin Red Breast PSED Jigsaw – Being Me in My world: Help others to feel welcome Making friends.	Gingerbread Man Little Hen Red Handa's Surprise Jigsaw – Dreams and Goals: Stay motivated when doing something challenges	Mad About Minibeasts Rainbow Fish Giganotosaurus Jigsaw – Relationships: Know how to make friends
Making friends. Try and make Reception a better place Getting to know their school. Golden Rules. Routines & Boundaries. Care about other people's feelings Turn taking. Talk about families. Likes and Dislikes – homework to send home. Work well with others Working together. Class Charters RoR. Keeping safe in school. Asking for help – from all staff – kitchen staff. Choose to follow the Learning Charter Areas to tidy – working in teams in an allocated and Jigsaw – Celebrating Difference: Accept that everyone is different Talk about what they are good at. Include others when working and playing Talking partners Know how to help if someone is being bullied Explores emotions and feelings – talk about how whelp others. Try to solve problems Fair and Unfair. Dealing with Conflicts and Disagreements – Mine. Try and use kind words Helping each other. Who we can trust. Making choices. Pass the smile – feeling happy/good. Know how to give and receive compliments Sharing successes. Looking at basic hygiene – washing hands after goi	Engage in class challenges. Keep trying even when it is difficult Work well with a partner or in a group Develop turn taking through modelling and board games. Have a positive attitude Help others to achieve their goals Helping each other. Reading partners. Are working hard to achieve their own dreams and goals Talk about what they would like to achieve, their aspirations. Setting Targets. Jigsaw – Healthy Me: Have made a healthy choice Talk about their preferences – favourite fruit. Have eaten a healthy, balanced diet Tasting fruit. Have been physically active Have tried to keep themselves and others safe Stranger Danger. Know how to be a good friend and enjoy healthy friendships We are all different, cultures and communities. Talk about their preferences – favourite animals. Know how to keep calm and deal with difficult situations	Try to solve friendship problems when they occur Understanding emotions and can talk about their own feelings for themselves and others. Help others to feel part of a group Working co-operatively. Show respect in how they treat others Mutual respect. Know how to help themselves and others when they feel upset and hurt Independence – ways to help themselves when learning. Know and show what makes a good relationship Jigsaw – Changing Me: Understand that everyone is unique and special What would we do in that situation? How does the character feel? Can express how they feel when change happens Know who to ask for help if they are worried about change Are looking forward to change Transition. Fears and worries. Understand and respect the changes that they see in themselves Understand and respect the changes that they see in other people Consider other people's feelings. Solving problems. Take account of other's ideas about how to organise activities. Caring for our environment and caring for others.

Communication
and Language

Introduction to social phrases.

Talking about themselves.

Talking about their families.

Listening games.

Talk about and talk about events – Halloween,

Bonfire Night.

Describe events leading up to Christmas.

Introduce the Chatterbox – talk about three objects from home.

Vocabulary linked to book:

Weather, Autumn, Natural materials, Landscape, Animals. Time.

Descriptions – characters, emotions.

Rhyming words.

Names of animals.

Story language:

Setting, plot, characters.

Recount of beginning and ending.

Repeated refrains.

What is the problem? – they can't see their mummy. Story language repeated she looked for thebut no...could be found.

What is the problem? – she keeps losing things

The broom breaks in two.

What is the problem? – he has no vest left.

Talk about and talk about events – Easter.

Talk about their favourite fruits – likes/dislikes.

Vocabulary linked to book:

Animals, Grains, Farm buildings, Route – places his passes. Animal feelings..

Ordinal numbers

Verbs – chop, plant, carry.

Recipe – ingredients, equipment, instructions.

Fruit – different types.

Adjectives describing the fruit.

African lifestyle and landscape.

Story language:

Story language repeated refrains.

Setting, plot, characters.

Recount of beginning, middle and ending.

Recount of the story sequence.

What is the problem? – why did he run away.

How to get across the river.

What is the problem? – why did she not share the bread – discussion.

What is the problem? – why did she have a surprise?

Vocabulary linked to book:

Visiting Year One and transition.

Rhyming words.

Adjectives – describing the insects, fish, dinosaurs.

Talking about their favourite mini-beasts and why?

Talk about and talk about events - Father's Day,

Facts, non-fiction, characteristics of insects.

Names of mini-beasts, sea creatures, dinosaurs.

Life-cycles – larvae, pupa, metamorphosis, cocoon, chrysalis, adult.

Oceans, seaside, rockpools, – features.

Positional language.

Different sounds that the dinosaurs make.

Types of dinosaurs – herbivores, carnivores, omnivores.

Language related to the period of history– cretaceous.

Story language:

Recount of the story sequence.

Setting, plot, characters.

Story phrases – advice, poured out his troubles.

What is the problem? – why can't butterfly find the monkey's mum?

What is the problem? – how can the rainbow fish make friends?

What is the problem? – why do they not believe Bonehead?

Physical Development

Gross Motor Skills

Moving in different ways and directions.

Crawling, balancing and climbing over the different apparatus.

Sitting at a table correctly.

Lining up – queuing.

Using the balance bikes.

Spatial awareness – pedalling trikes, jumping up and down ladders, moving across the apparatus outside. Rolling tyres in different directions.

Pulling tyres with ropes.

Dancing with ribbon sticks and scarves.

Parachute games – swapping places.

Chasing ring games.

Gross Motor Skills

Apparatus work.

Practising different ways to move – spin, rock, tilt, fall, slide and bounce.

Use these different ways of moving on the apparatus. Balancing of different parts of their bodies.

Pushing and pulling their bodies.

Moving sideways, bouncing, bunny jumps and star jumps on and off the apparatus.

Throwing and catching balls.

Throwing balls at a target.

Kicking and passing the balls to one another.

Kicking balls at different targets.

Dance – Handa's Surprise (Val Sabin)

Fine Motor Skills

Gross Motor Skills

Timed activities – running, speed bounce, running, bouncing balls, throwing balls at a target.

Sport's Day practice.

Creating obstacle courses and moving across them using a variety of skills.

Throwing and catching beach balls.

Using the bats to hit a ball – batting to one another.

Moving using exaggerated movements.

Team games:

Playing Tails

Stuck in the Mud

Baked Beans

What's the time Mr Wolf

Simple ball games.

Spatial awareness – traffic lights, cones and domes, dodging mats, jumping in and out of hoops.

Fine Motor Skills
Using knives, scissors, mahers, graters, tweezers and sieves.
Using trowels and forks when digging.
Undressing and dressing dolls.
Threading beads and cotton reels.

Using clay tools, peelers, pipettes, and water sprays.

Manipulating playdough –Gingerbread cutters, 2D shape cutters and rolling pins.

Manipulating playdough – making different types of

Using jugs and funnels for pouring and stirring

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Manipulating playdough –animals, fruit.

Kneading clay and manipulating it to make simple pots. Clay imprints.

Cutting out different features and making a gingerbread man.

Making 3D maps with blocks and junk materials. Curling paper for feathers to create 2D hens.

Paper plate animals – using different paper techniques. Holding a pencil – learning the formation of Phase 2/3 phonemes/graphemes.

Manipulating construction Kits -wooden blocks, inter star, stickle bricks – experiment with the different kits.

Patting balloons.

Fine Motor Skills

Using syringes, whisks and a hole punch. Attaching fruit together by sewing using a needle and thread.

Attaching paper using treasury tags.

Making 3D minibeasts using a variety of materials. Manipulating playdough —making 2D and 3D shapes, mini beasts, sea creatures, dinosaurs.

To make a salt dough model of Gaudi's dragon.

Holding a pencil – focusing on ascenders and descenders – writing on lined paper.
Focusing on lower case letters and capital letters.

Manipulating construction Kits -mobilo, nuts and bolts—experiment with the different kits.

Literacy

the different kits. Talk for Writing

sausage shapes.

anti-clockwise.

/graphemes.

The Owl Babies
Room on The Broom
Little Robin Red Vest

Story maps – beginning, middle and ending. Writing names.

Manipulating playdough – rolling eggs and cut them

Manipulating playdough -brooms by rolling into a

Manipulating playdough –using rolling pins and

Learning the formation of Phase 2 phonemes

Holding a pencil – tracing lines, circles and spirals –

Folding, rolling, cutting and wrapping using paper. Manipulating construction Kits - Magnetics, unifix, clever sticks, Duplo, foam blocks – experiment with

with a knife once they have made them.

Making imprints in playdough. Making impressions using textures.

Christmas cutters to make cookies.

Writing simple words/labels.

Writing captions and lists. Writing a simple sentence.

I got a

I got a
I put in a

Writing card inserts.

A simple letter to Father Christmas.

Early Reading

Front cover, title, author, beginning and ending of the story discuss. Simple retelling of the story using pictures.

Talk for Writing

investigations.

Gingerbread Man Little Hen Red Handa's Surprise

Story maps – recording the significant events in chronological order.

Writing simple sentences/captions.

Instructional texts.

Writing descriptions.

Labelling characters, pictures and story parts.

Writing lost posters.

Writing lists of characters, their favourite fruits

Write sentences and simple recounts.

Non-fiction life cycles of cress.

Descriptions of animals.

Non-fiction - animal facts.

Early Reading

Talk for Writing

Mad About Minibeasts Monkey Puzzle

Rainbow Fish

Gigan otosaurus

Write sentences relating to the different parts of the story – recount.

Non-fiction writing life-cycles.

Writing simple information about insects.

Posters about how to look after insects/pets.

Non-fiction writing about sea creatures.

Posters on how to keep the oceans clean and safe.

To create their own fishy tale.

Posters on how to keep safe from Giganotosaurus.

Predict and write your own ending – what happens to the dinosaur?

Create their own dinosaur and describe its features.

Early Reading

Finding information in pictures.

Reading CVC words.

Reading a simple captions.

Letters and Sounds - Little Wandle

Tuning into initial phonemes.

Oral blending and segmenting.

Sound Talk and read CVC words and plurals.

Phase 2 phonemes/graphemes, GPCs and digraphs.

Traditional Tales

The Three Little Pigs

The Enormous Turnip

Little Red Riding Hood

Puss in Boots

Nativity

Other stories

Peepo

The Owl Who Was Afraid of The Dark

Little Owl's First Day

Big Bad Owl

Pumpkin Soup

Meg and Mog

Winnie The Witch

Funnybones

The Snowman and the Snowdog

The Snowman

The Owl and The Star

The Smartest Giant in Town

Mine

Poetry

The Owl and The Pussy Cat

Owl

A Wise Old Owl

5 Little Owls

Autumn Woods

Witch Witch

Macbeth's witch's chant

Come October

November The 5th

Winter Parcel

Peppermint Stick

Retell stories using story language.

Reading CVC words with Phase 2 and 3 phonemes.

Reading a simple captions and simple sentences.

To read tricky words.

Early comprehension work.

Letters and Sounds – Little Wandle

Blending and Segmenting CVC words and 2 syllable

Phase 3 phonemes/digraphs, trigraphs – GPCs.

Traditional Tales

The Hare and The Tortoise

The Enormous Pancake

Hansel and Gretel

The Little Red Hen and the Sly Fox

The Enormous Watermelon

African Tales – The black Snake

Other stories

The Runaway Pizza

Don't forget the Bacon

Guess How much I love you

The Sandwich Max Made

Rosie's Walk

Who's in the Shed

Oliver's Vegetables

Eat Your Greens Goldilocks

Daisy Eat Your Peas

Handa's Hen

Walking through the Jungle

Where the forest meets the sea

Poetry

Spaghetti! Spaghetti!

Farmyard Hullabaloo

Granny Briggs Baking Day

Farmer of Leeds

Rumble in the Jungle

Tiger Tiger Burning Bright

The Elephant Carries A Great Big Trunk

Non-Fiction:

Kids Cookbook

Materials

To read words with short vowels and adjacent.

To read words with phase 3 long vowel sounds with

adjacent consonants.

To read longer words.

To read compound words.

To read words ending in suffixes.

Reading tricky words.

Reading sentences and short paragraphs.

Answering questions about what they have read..

Answer questions about what the words mean

Letters and Sounds-Little Wandle

Blending and Segmenting

Phase 4

Compound words

Words ending in suffixes

Traditional Tales

The Elves and the Shoemaker

Billy Goats Gruff

The Princess and the Frog

George and the Dragon

Other stories

The Hungry Caterpillar

Monkey Puzzle

The Bad Tempered Ladybird

Norman the Slug with the Silly Shell

Eric Carle books

Tiddler

The Snail and The Whale

Fidgety Fish

Sharing a Shell

Pig in the Pond

Tyrannosaurus Drip

Dinosaur Roar

Dinosaurs Wear Underpants

Zog

Zog the Flying Doctor

Poetry

Don't Cry Caterpillar

Commotion in The Ocean

Until I Saw The Sea

		Harris and Confidence	Dismis
		How to grow a Sunflower	Picnic
	Non-Fiction:	The Life of a Duck	The Dinosaur's Dinner
	Owls and Owlets	Farm Animals	
	The Big Book of Birds	Plants	Non-Fiction:
	Autumn	What can you see in Spring	Caterpillar Diary
	Day and Night	Who Lives in Kenya	Insects
	Night time Animals	Africa	My First Book of Garden Bugs
	Winter Weather	Eat Smart Vegetables	Caterpillars Eat So Much and Life Cycles
	Light and dark	From the Garden	The Big book of Blue
	Why do leaves from trees – Ruth Owen.		Oceans
	Tree Seasons Come, Seasons Go – Britta Teckentrup.		100 facts –Oceans
	100 Birds – Michael Whaite		Volcanos
			100 facts – Dinosaurs
			Dinosaurs
			Rocks and Fossils
			Mary Anning – The Dinosaur Lady
			A Dragon on the Roof - Gaudi
Mathematics	White Rose	White Rose	To 20 and Beyond
	Getting to Know You	Alive in 5!	Building numbers beyond 10.
	Just Like Me!	Introducing zero.	Counting patterns beyond 10.
	Match and sort.	Comparing numbers to 5.	Spatial reasoning - Match, rotate, manipulate.
	Sorting – colour, size or shape.	Composition of 4 and 5.	
	Sorting by type.	Digging deeper – estimating.	First Then Now
	Comparing amounts.	Compare mass.	Adding more.
		Compare capacity.	Adding more.
	Just Like Me!		Taking away.
	Compare size, mass and capacity.	Growing 6, 7, 8	Spatial reasoning – Compose and decompose.
	Digging deeper – making comparisons.	6, 7 and 8.	
	Exploring patterns.	Making pairs.	Find my Pattern
	Digging deeper – exploring pattern – spot the	Comparing 2 groups.	Doubling.
	mistake.	Composition of numbers.	Sharing and grouping.
		Length and height.	Even and odd.
	It's Me 1 2 3!	Time – yesterday, today and tomorrow.	Spatial reasoning – Visualise and build.
	Representing 1 2 3	, , , ,	·
	Comparing 1 2 3	Building 9 and 10	On the Move
	Composition of 1 2 3	9 and 10.	Deepening understanding.
	Digging deeper – estimating.	Comparing numbers to 10 Bonds to 10.	Patterns and relationships.
	Circles and triangles.	3D shape – comparing, sorting.	Spatial reasoning – mapping.
	Spatial awareness.	Pattern – complex repeating patterns.	Special Control of the Control of th
	Light and Dark	Digging deeper – which pattern fits.	
	Numbers 4 and 5.		
	Digging Deeper – build and count.		
	One more and one less.		
	Digging Deeper – washing line.		
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	Shapes with 4 sides. Geometry and spatial thinking. Time – night and day. Measurement – time – fast slow. First, next.		
Understanding The World (Including, Science, History, Geography, & RE Links)	Talking about families, looking at generations, old black and white photos. Talk about their experiences with their family. Similarities and differences between families and ourselves. Old and modern day kitchens. Changes in technology over time looking at old artefacts; washing machines, irons, hoovers — in the old house (Role Play.) To make soap jelly — grating soap and whisking it in water. Look at chronology and how things have changed. Celebrating different festivals; Christmas — look at how families celebrated Christmas in the past. What did their parents or grandparents do? Celebrating different festivals; Halloween, Bonfire Night, Diwali. Features in our local area — visit to the Dam in their local area. Look at maps of our local area — what features can we see? What would the witch have seen if she flew past our area — is the scenery the same as in the story? Look at photographs taken of our local area Bird's eye view of the area — looking at aerial photographs. The drone around our school. Seasonal Changes -Autumn and Winter. Looking at winter and talk about how it feels outside — go out without a coat on and describe how we feel? What can we do to keep warm? Looking at different types of birds. Nocturnal animals. The different parts of a bird. The life cycle of an owl. To make bird feeders to look after the birds in the winter months.	Look at old pictures of the past and what life would have been like in Sutton – St.Helens. Looking at old farms, their machinery and they worked the farm. Celebrating different festivals; The Easter Story. Traditions, e.g. Easter bonnets/egg rolling Comparing their route to school to the route that the Gingerbread man took. Look at the features and specific buildings in St. Helens. What are they? Where would they see them? Hot and cold countries, compare. Compare Kenya to other counties. What animals would you find there? Look at the different artefacts from Kenya – what do you think they are used for? Look at what we use in this country. Looking at foods that go soggy – testing them out. Life cycles of bean. Planting and observing growth of a bean – look at the changes over a period of weeks – record the simple changes. Planting seeds Look at planting cress seeds – what conditions does it need in order to grow? Vegetables that grow above the ground and below the ground. Looking at sponges and materials in the water – what happens to them and why? Making icing for the gingerbread house. Making icing, talk about the changes, what happens when they add too much water or too much icing sugar? Making cookie dough, talk about the changes, what happens when they add the different ingredients? Make toast – talk about the differences between bread and toast.	Look at holidays past and present, focus on Blackpool. Look at the different environments/habitats. Compare a seaside destination to where they live — what are the differences. Recycling and Plastic Pollution in the ocean. Seasonal Changes — Spring, go on a walk and talk about the changes in our environment. Life cycle of a caterpillar and other mini beasts. Look at different living things, what is different and how do we know? Look at different microhabitats — where do the different types of minibeasts live. Mini-beast hunt in the woods and in our outdoor bug hotel, using magnifying glasses to identify. What animals would we find in the ocean? Look at the story of Charles Darwin. Dinosaur fossils, eggs and bones. Sort dinosaurs into herbivores, carnivores and omnivores. Look at Mary Anning — Palaeontologist. Make an erupting volcano. Experiment with whisks, what happens and why? Floating and Sinking, testing materials. Can you make a boat for the snail?

	Can we make shadows? Investigate light and dark, dark dens, torches and shadow puppets. To sieve bird seed using fine sieves and colanders — what happens and why? Is there a difference and why? Looking at the objects from above using the view finders and magnifying glasses. What happens to ice when we have it in the classroom? Talk about the changes. To feel different hot water bottles — one with a jumper on and one without — what is the difference and why?	Look at the changes to vegetables once they are cooked – what is different, especially when they cut and mash them?	
Technology	To draw a character on the IWB and save it on a USB stick using a drawing program. Introduction to the iPad and using the camera app on the app. Introduce children to basics of using a mouse and rules of using the computers Complete a simple jigsaw on the computer. To play a simple phonic game on the IWB To look at the video app on the iPad and video their friend saying Hello I am and singing a Christmas song.	Introduce children to basics of using a mouse and rules of using the computers Complete a simple phonic game on the computer. To play a simple maths game on the IWB – gingerbread man matching and counting. Technology in the house – bread maker and toaster. Control and program the beebots – getting their beebot to move. Introduce them to the website – to CBeebies – use the program on the iPad.	Use a search engine to look at different mini beasts and their life cycles, sea creatures. Play CBeebies Pirate games – scroll and select their own game to play. Use a search engine to look at different CBeebies – Andy's Dinosaurs. Use the timer on the iPads, can they time themselves doing different things. Recap on using the beebots and getting them to follow a trial, go from one dinosaur to another, can they sequence the program.
Expressive Arts Links (Including Art, DT, Music, Drama Links)	Artists Andy Goldsworthy – how he uses nature to create pictures, focusing on autumnal materials. Colours, shapes and texture in the natural world. Vincent Van Gogh – looking at the Starry Night painting – talk about his techniques. 2D Art Drawing their family – black and white pictures. Drawing their face – looking at eye and hair colour. Drawing and painting the characters from the story. Paper collage of owls – cut out an oval and stick simple features on. Imprints of natural materials in play dough. Making impressions using textures. Create our own Starry Night using chalks and pastels.	Artists Kandinsky – 2D shape pictures – using paint. 2D Art Use charcoal to create pictures of The Gingerbread Man Collage pictures of their own gingerbread man. Adding flour to paint and painting with thick paint. Painting pictures of hens. Paint Mixing – mixing primary colours to see what happens Painting pictures of animals using a range of brushes. 3D Art Create their own 3D maps with boxes for the gingerbread man's route. Make a big gingerbread house outside with the large construction blocks. Junk boxes for the gingerbread house.	Artists Matisse – looking at The Snail picture – talk about the shapes he has used and the techniques. Gaudi – looking at The Dragon Fountain picture, talk about his techniques. The use of shapes in the natural world. 2D Art 2D Shape collages. 2D shape printing creating spirals. Sketching mini beasts using different pencils. Painting using rollers and cotton buds to create an underwater scene or a seascape. Shiny/reflective collages. Make their own mosaic based on Gaudi's dragon. Painting pictures of dinosaurs.

Paint Mixing – adding white and black. Making brown.

Create repeating pattern wrapping paper using printing techniques.

Paper plate robins – cut out a shapes and stick simple features on.

3D Art

Making towers – tall and short with the various construction kits.

Making owls with the junk materials.

Rolling eggs with the playdough

Making brooms with the construction kits.

To make a Truly Magnificent Broom with the large blocks with a group that they can all sit on. Rolling and folding paper to make their own

Manipulating playdough –brooms by rolling into a sausage shapes.

Making 3D baubles for the Christmas Tree – cutting shapes, folding them and gluing them together.

Making paper chains – manipulating the paper to make links and attaching them, together.

Role Play

broomstick.

House – taking on family roles.

Introduce the old equipment in the house.

Celebrations

Getting the house ready for Christmas- wrapping presents.

Small World

Fairy and woodland creatures.

Characters from the stories.

Nativity scene.

Dance/Music

Vivaldi – Autumn (The Four Seasons)

Music of the Night - Phantom of the Opera

Holst - The Planets

Christmas music.

Tchaikovsky – The Nutcracker

Indian music

Indian folk dance

Create farm buildings using wooden blocks.

Curling paper to make the little red hen.

Toilet roll characters.

Use clay to make beads for a necklace.

Use clay to create a simple pot – thumb pot.

Making paper plate – animal faces focusing on their features.

Making a musical shaker.

Role Play

Café – take on the different roles in the café – chefs, waiters, customers.

Supermarket – think about the language that they would use – shopkeeper and customers. Making shopping lists.

Small World

Puppets of the story.

Re-create the story map using the characters and features.

Jungle and African animals to create their own safari park.

Dance/Music

Grieg – The Hall of the Mountain King

Zobra's Dance – Mikis Theodarakis

English folk music – barn dance (fiddle music) and

Morris dancing (accordion music)

African music

Drumming out different rhythms on the African drums.

African traditional dance

Saint-Saens – Carnival of the Animals

Val Sabin – Handa's Surprise dance

Music - Charanga

Everyone and Our World.

Game track – find the pulse in different ways.

Copy simple rhythms – copycat using chime bars.

High and low games (pitch).

Dynamics – soft and loud sounds.

Create own sounds.

Make their own mini beast using junk materials.

Make their own sea creature using any materials.

Creating fans and making fan fish using this technique.

Role Play

Vet – take on different roles – vet, nurses, owners of patients.

Aeroplane – going on holidays – pilot, cabin crew, holiday makers.

Small World

Puppets of the story.

Re-create the story map using the characters and features – sea creatures and dinosaurs.

Pirate ship, pirates and canal system.

Dance/Music

Korsakov- Flight of the Bumblebee

Traditional seaside songs – sea shanties

Debussy – La Mer

Grace Williams - Sea Sketches.

Saint-Saens – Carnival of the Animals aguarium.

Dinosaur Rumpus dance

Listen to Spanish music – traditional guitar music and flamenco music.

Music - Charanga

Big Bear Funk.

Game track – find the pulse in different ways.

Copy simple rhythms – copy back teacher then child led.

Explore pitch by creating own sounds with voices and instruments.

Reflect Rewind Replay R.

Compose with the songs already learnt.

Focus on the language of music.

Prepare for the performance of the songs.

Game track – keep the rhythm using different sounds – clapping, tapping. Copy simple rhythms – names. High and low games (pitch). Including percussion instruments.	Music - Charanga Me! And Stories. Singing set songs
High and low games (pitch).	sounds – clapping, tapping.
	High and low games (pitch).