

Reception Long Term Plan

	Autumn Term	Spring Term	Summer Term
Text Focus	The Owl Babies Room on the Broom Little Robin Red Breast	Gingerbread Man Little Hen Red Handa's Surprise	Mad About Minibeasts Rainbow Fish Giganotosaurus
PSED	<p>Jigsaw – Being Me in My world: Help others to feel welcome 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 area. 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 we can help 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 going to the toilet Pushing and pulling their bodies.</p>	<p>Jigsaw – Dreams and Goals: Stay motivated when doing something challenges 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</p>	<p>Jigsaw – Relationships: Know how to make friends 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.</p>

<p>Communication and Language</p>	<p>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.</p> <p>Introduce the Chatterbox – talk about three objects from home.</p> <p>Vocabulary linked to book: Weather, Autumn, Natural materials, Landscape, Animals, Time. Descriptions – characters, emotions. Rhyming words. Names of animals.</p> <p>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.</p>	<p>Talk about and talk about events – Easter. Talk about their favourite fruits – likes/dislikes.</p> <p>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.</p> <p>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?</p>	<p>Talking about their favourite mini-beasts and why? Talk about and talk about events - Father's Day, Visiting Year One and transition.</p> <p>Vocabulary linked to book: Rhyming words. Adjectives – describing the insects, fish, dinosaurs. 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.</p> <p>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?</p>
<p>Physical Development</p>	<p>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.</p>	<p>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)</p>	<p>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</p>

	<p>Spatial awareness – traffic lights, cones and domes, dodging mats, jumping in and out of hoops.</p> <p>Fine Motor Skills Using knives, scissors, mashers, graters, tweezers and sieves. Using trowels and forks when digging. Undressing and dressing dolls. Threading beads and cotton reels. Manipulating playdough – rolling eggs and cut them with a knife once they have made them. Making imprints in playdough. Making impressions using textures. Manipulating playdough –brooms by rolling into a sausage shapes. Manipulating playdough –using rolling pins and Christmas cutters to make cookies. Holding a pencil – tracing lines, circles and spirals – anti-clockwise. Learning the formation of Phase 2 phonemes /graphemes. Folding, rolling, cutting and wrapping using paper. Manipulating construction Kits - Magnetics, unifix, clever sticks, Duplo, foam blocks – experiment with the different kits.</p>	<p>Fine Motor Skills Using jugs and funnels for pouring and stirring investigations. Using clay tools, peelers, pipettes, and water sprays. Manipulating playdough –Gingerbread cutters, 2D shape cutters and rolling pins. Manipulating playdough – making different types of bread and experimenting with the techniques. 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.</p>	<p>Simple ball games. Patting balloons.</p> <p>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.</p> <p>Holding a pencil – focusing on ascenders and descenders – writing on lined paper. Focusing on lower case letters and capital letters.</p> <p>Manipulating construction Kits -mobilo, nuts and bolts– experiment with the different kits.</p>
<p>Literacy</p>	<p>Talk for Writing The Owl Babies Room on The Broom Little Robin Red Vest</p> <p>Story maps – beginning, middle and ending. Writing names. Writing simple words/labels. Writing captions and lists. Writing a simple sentence. I got a I put in a Writing card inserts. A simple letter to Father Christmas.</p> <p>Early Reading Front cover, title, author, beginning and ending of the story discuss.</p>	<p>Talk for Writing Gingerbread Man Little Hen Red Handa’s Surprise</p> <p>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.</p>	<p>Talk for Writing Mad About Minibeasts Monkey Puzzle Rainbow Fish Giganotosaurus</p> <p>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.</p>

Simple retelling of the story using pictures.
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

Early Reading

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 words.
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:

Early Reading

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

	<p>Winter Parcel Peppermint Stick</p> <p>Non-Fiction: Owls and Owlets The Big Book of Birds Autumn Day and Night Night time Animals Winter Weather Light and dark Why do leaves from trees – Ruth Owen. Tree Seasons Come, Seasons Go – Britta Teckentrup. 100 Birds – Michael Whaite</p>	<p>Kids Cookbook Materials How to grow a Sunflower The Life of a Duck Farm Animals Plants What can you see in Spring Who Lives in Kenya Africa Eat Smart Vegetables From the Garden</p>	<p>Commotion in The Ocean Until I Saw The Sea Picnic The Dinosaur’s Dinner</p> <p>Non-Fiction: Caterpillar Diary Insects My First Book of Garden Bugs Caterpillars Eat So Much and Life Cycles The Big book of Blue Oceans 100 facts –Oceans Volcanos 100 facts – Dinosaurs Dinosaurs Rocks and Fossils Mary Anning – The Dinosaur Lady A Dragon on the Roof - Gaudi</p>
<p>Mathematics</p>	<p>White Rose Getting to Know You Just Like Me! Match and sort. Sorting – colour, size or shape. Sorting by type. Comparing amounts.</p> <p>Just Like Me! Compare size, mass and capacity. Digging deeper – making comparisons. Exploring patterns. Digging deeper – exploring pattern – spot the mistake.</p> <p>It’s Me 1 2 3! Representing 1 2 3 Comparing 1 2 3 Composition of 1 2 3 Digging deeper – estimating. Circles and triangles. Spatial awareness.</p> <p>Light and Dark</p>	<p>White Rose Alive in 5! Introducing zero. Comparing numbers to 5. Composition of 4 and 5. Digging deeper – estimating. Compare mass. Compare capacity.</p> <p>Growing 6, 7, 8 6, 7 and 8. Making pairs. Comparing 2 groups. Composition of numbers. Length and height. Time – yesterday, today and tomorrow.</p> <p>Building 9 and 10 9 and 10. Comparing numbers to 10 Bonds to 10. 3D shape – comparing, sorting. Pattern – complex repeating patterns. Digging deeper – which pattern fits.</p>	<p>To 20 and Beyond Building numbers beyond 10. Counting patterns beyond 10. Spatial reasoning - Match, rotate, manipulate.</p> <p>First Then Now Adding more. Adding more. Taking away. Spatial reasoning – Compose and decompose.</p> <p>Find my Pattern Doubling. Sharing and grouping. Even and odd. Spatial reasoning – Visualise and build.</p> <p>On the Move Deepening understanding. Patterns and relationships. Spatial reasoning – mapping.</p>

	<p>Numbers 4 and 5. Digging Deeper – build and count. One more and one less. Digging Deeper – washing line. Shapes with 4 sides. Geometry and spatial thinking. Time – night and day. Measurement – time – fast slow. First, next.</p>		
<p>Understanding The World</p> <p>(Including, Science, History, Geography, & RE Links)</p>	<p>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?</p> <p>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.</p> <p>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.</p>	<p>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.</p> <p>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.</p> <p>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?</p>	<p>Look at holidays past and present, focus on Blackpool.</p> <p>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.</p> <p>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.</p> <p>Experiment with whisks, what happens and why? Floating and Sinking, testing materials. Can you make a boat for the snail?</p>

	<p>The life cycle of an owl. To make bird feeders to look after the birds in the winter months.</p> <p>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?</p>	<p>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 the changes to vegetables once they are cooked – what is different, especially when they cut and mash them?</p>	
Technology	<p>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.</p>	<p>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.</p>	<p>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 trail, go from one dinosaur to another, can they sequence the program.</p>
<p>Expressive Arts Links (Including Art, DT, Music, Drama Links)</p>	<p>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.</p> <p>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.</p>	<p>Artists Kandinsky – 2D shape pictures – using paint.</p> <p>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.</p> <p>3D Art</p>	<p>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.</p> <p>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.</p>

<p>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. 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.</p> <p>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 broomstick. 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.</p> <p>Role Play House – taking on family roles. Introduce the old equipment in the house. Celebrations Getting the house ready for Christmas- wrapping presents.</p> <p>Small World Fairy and woodland creatures. Characters from the stories. Nativity scene.</p> <p>Dance/Music Selection of music on Charanga</p>	<p>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. 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.</p> <p>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.</p> <p>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.</p> <p>Dance/Music Selection of music on Charanga 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</p> <p>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.</p>	<p>Shiny/reflective collages. Make their own mosaic based on Gaudi’s dragon. Painting pictures of dinosaurs.</p> <p>3D Art 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.</p> <p>Role Play Vet – take on different roles – vet, nurses, owners of patients. Aeroplane – going on holidays – pilot, cabin crew, holiday makers.</p> <p>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.</p> <p>Dance/Music Selection of music on Charanga Dinosaur Rumpus dance Listen to Spanish music – traditional guitar music and flamenco music.</p> <p>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.</p>
--	--	--

Indian music
Indian folk dance

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