

Communication & Language

- Perform action songs and rhymes.
- Circle time - retell a past event (weekend news), offer own ideas and respond to others.
- Class Pet Diary - listen carefully and respond with questions.
- Weekly Reflection Time.
- Respond to 2-part instructions.
- Narrate play and make up stories.
- Use new vocabulary (e.g. related to castles) in play.
- Listen to fiction and non-fiction books, responding with questions/comments.

Literacy (Key texts in bold)

Read/write new vocabulary (link to topics).

Castles (past): *Jack and the Beanstalk*, *Zog*, non-fiction *Castle books*.

World Book Day- Dress up as your favourite book character.

Dinosaurs (past): *Big Book on Dinosaurs*, *Winnie and Wilbur: The Dinosaur Day*, *Gigantosaurus*.

Journeys (places): *We're going on a Bear Hunt*. *The Smartest Giant in Town*.

Writing

Write lists, labels, captions for pictures.

Attempt a simple sentence.

Write/draw a story map.

Make Easter/Mothers Day cards, invitations, little books.

Writing within castle/dinosaur role play.

Reading

Recognise all single letter sounds.

Recognise some 'red' (irregular) words.

Recognise some 'special friends' (digraphs).

Begin to predict what might happen next/ending.

Recognise rhyme and alliteration.

Blend/segment some 4-letter and 5-letter words.

Physical Development

Gross Motor

- Gymnastics: curling and stretching, using apparatus safely.
- Games: using ropes, bats and balls
- Wake and Shake and Run for Fun.
- Explore climbing and balancing on fort, playground equipment, bikes, obstacle course.

Fine Motor

- Hold a pencil in an effective grip
- Develop letter formation (curly caterpillar/ladder letters)
- Use scissors with increased control.

Reception Curriculum: Spring 2



Journeys through time and place

Expressive Arts and Design

Music: Use voices and body percussion to tell a story. Explore 'texture', how different materials and instruments make different sounds, how sounds can be changed (quiet/loud, tap/scape etc).

Art: Use self select art area and junk modelling with increasing independence. Cut and assemble materials to make props linked to Castle role play (flags, crowns, tools). Create and share constructions, explaining how it was made and how it works. Printing with blocks. Make and present 3D dinosaur model. Create dinosaur 'portraits' using pastels on black paper. Explore a spiral (linked to ammonites) and use pointilism technique with cotton buds to decorate. Use different materials to show story settings (Bear Hunt: grass, mud etc). Use clay to make dinosaur footprints.

Role Play - Castle inside and stable outside- use props to act out characters and own narratives.

Personal, Social and Emotional

- **Values:** Happiness and love
- Self-regulation: *Green/Red* behaviour (kind hands/feet, kind words). Understand own feelings.
- Play cooperatively and take turns.
- Try new activities and show perseverance.
- Self care: get changed for PE independently.
- **Jigsaw (PSHE):** *Healthy Me*
- **RE:** What makes something special? Easter.

Understanding the World

The Natural World

What did dinosaurs eat? Contrasting environments (landscapes now and in the time of dinosaurs).

Make and use a simple map of the local area.

Observe/discuss seasonal changes and the natural world in Woodland Learning. Springtime (Percy Park-keeper: *One Springy Day*). Frog life cycle.

Past and Present

Similarities/differences between the past and now. Explore how people lived long ago - Kings, Queens, Knights, castles.

How do we know about dinosaurs? (fossils, museums, paleontologists, information books).

People, Culture and Communities

See RE. Celebrations: Pancake Day, Mother's Day, Easter.

Mathematics

Use numicon and hundred square to count on and back as part of daily routines (green footprint, number of pupils present at registration). Practise forming numbers correctly, using number formation rhymes to help.

White Rose: Building 9 and 10! Explore different ways you can show 9 and 10. 3D shapes- building, matching, and printing repeating patterns. Comparing 2 groups.

Mastering Number: Count beyond 20, odd and even, doubles, composition of 9 and 10, symmetrical patterns, counting on/back for numbers to 10.