

Mathematics

- The value of zero – use of a 5 frame.
- Counting songs to recognise one less/one more.
- Compare numbers to 5 – part bar models to explore composition and recognise how a number can be made up in different ways.
- Explore further to develop concept of missing numbers and amounts.
- Compare weight and capacity – develop language – heavier/lighter/ full/half full/nearly empty.

Communication, Language and Literacy

- Jolly Phonics focus on digraphs, alternate sounds and the revision of sounds.
- Reading and writing tricky words.
- Creating sentences – segmenting words and writing sounds down to form words.
- Making lists and captions.
- Composing a recount.

Physical Development

- To explore big and little movements and ways of controlling the body.
- Explore running fast and slow and jumping over obstacles.
- To explore different ways of balancing using small and large apparatus.
- Threading, buttons, pencil control, cutting skills, shoelaces, zips. (fine motor skills)
- To continue to dress and undress independently.



Reception Starry Night Spring 1



Focus Texts

Peace at Last, Owl Babies, How to Catch a Star, Whatever Next, Night Monkey, Day Monkey

WOW!

Space Station (role play)
Forest Camping – role play
Cosy Corner - Reading Area
Rhythm Room – Music Area

Expressive Arts and Design

- To experiment with high and low sounds using voices and a variety of instruments.
- To investigate beat and tempo.
- Make observational drawings of nocturnal and diurnal animals.
- Design and create shadow puppets to put on a story performance.
- Colour mixing for night time and daytime pictures.

Personal, Social and Emotional Development

- Select activities independently and develop resilience.
- Encourage confidence to try new activities and speak in familiar groups.
- Work as part of a class or group taking turns and sharing fairly.
- Consider the consequences of their actions.

Understanding of the World

- To identify diurnal and nocturnal animals – sleeping patterns and hibernation. (Science)
- To use simple maps. (Geog)
- To observe and recognise changes from day to night. Identify sources of light in both the day and night, this includes sunlight, moonlight and stars. (Science)
- Explore how and why shadows are formed. (Science)
- To learn about people who work at night and what their jobs involve. (Geog)
- To become aware of other cultures and beliefs. (R.E)
- To build and construct with a range of objects. (D&T)
- To make an item for a user and purpose. (D&T)