

## Mathematics

- Ordering days of the weeks
- time – o'clock.
- Direct comparisons of lengths or masses by filling and emptying containers, sorting objects into small, medium and large.
- Money and 'real life' problems – role play shop.
- Reinforce number sequence and value.
- Counting in twos and tens.

## Communication, Language and Literacy

Jolly Phonics sounds focus on digraphs and reading the action words.

- Describing words ('wow' words)
- Creating sentences – sentence structure, capital letters and full stops.
- Making lists and captions.
- Making an information poster.
- Composing a recount.
- Writing speech bubbles.

## Physical Development

- To create simple contrasting dance movements.
- To explore big and little body movements and ways of travelling.
- 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 Fairytales Spring 1



## Focus Texts

Rapunzel, Sleeping Beauty, Thumbelina, Cinderella, Peter Pan, Shrek

# WOW!

Rapunzel's Tower (role play)  
Construction Area- Snow White  
Reading Area- Once Upon A Time forest  
Writing Area- Royal Palace

## Expressive Arts and Design

- To experiment with high and low sounds using voices and a variety of instruments.
- To investigate beat and tempo.
- To develop skills of observational drawings.
- To explore pattern.
- To explore textures.

## Personal, Social and Emotional Development

- Select activities independently.
- 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 use programme with pattern and sequence.
- To learn to log on to the computer. (ICT)
- To identify living things – sleeping patterns and hibernation. (Science)
- To use simple maps. (Geog)
- To appreciate different types of land use. (Geog)
- To sequence events on a simple timeline. (History)
- To explore the subject of remembering. (History)
- 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)