



Reception Traditional Tales Spring 2

Personal, Social and Emotional Development

- 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.

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 an information poster.
- Composing a recount.

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.



Focus Texts

The Three Little Pigs, Jack and the Beanstalk, Little Red Riding Hood, The Little Red Hen, Goldilocks, Hansel and Gretel

WOW!

Grandma's cottage (role play)
Construction Area- Building site
Reading Area- Giant's Castle

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.

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.

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)