## Reception Topic: Once Upon a Time

## Personal, Social and Emotional <br> Development

- To begin to adapt behaviour to a variety of situations such as change in routine.
- To name and talk about emotions.
- Discuss social stories and begin to understand that actions and words can hurt other people's feelings.
- Learn how to be a friendly play partner through adult modelling and discussion through circle time.
- To be able to keep play going.
- To be increasingly more resilient when faced with a problem.



## Communication and Language

- Retell traditional tales using puppets and masks.
- Discuss character names and think of words to describe characters.
- Talk about how characters are feeling in a story.
- Discuss ideas about how to plan a Disney Ball at school.
- To begin to understand questions about Who? Why? When? Where? How?
- To use language to imagine and recreate roles.



## Physical Development

- Dance coach from Dance City to work with children during weekly PE sessions.
- Fine motor practice such as threading, using tweezers, scissors and manipulating play dough.
- Gross motor practice outdoors climbing, jumping, kicking a large ball and using a bat and ball.
- Start the Nelson Handwriting scheme to practice forming letters correctly.
- Discuss ways to keep healthy and make healthy food choices.


Spring 1 ${ }^{\text {st }}$ Half Term

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## Mathematics

- Introduce the concept of parts and whole e.g. to complete the whole puzzle you might need four different parts.
- Investigate problems involving numbers 3,4,5.
- Explore different compositions of numbers to 5, for example 5 could be 2 and 3 or 4 and 1 .
- Compare mass using the language of heavy, heavier than, heaviest, light, lighter than, lightest.
- Use balance scales to compare mass.
- Focus on counting, ordinality (Number order) and cardinality (The last number we say is the total)
- To name and describe $2 d$ shapes.


## Expressive Arts and Design

- Continue the Charanga music scheme.
- Copy and make patterns using musical instruments.
- Draw/paint characters from a story.
- Learn about artists who used paint in their creations and try to re-create artwork.
- Explore colour mixing.
- Design and create models using junk materials.
- Make masks and puppets.
- Dance at a Disney Ball.


| Understanding the World |
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| - To talk about past and present events in our own |
| lives. |
| - Discuss the season of winter. |
| - Discuss Chinese New Year. |
| - Find out about and create bridges. (The 3 Billy |
| Goats). |
| - Create maps of local environment and maps that |
| characters follow in a story. |
| - Follow a simple map. |
| - Learn how to program Beebots. |
| - Complete a simple program on the |
| IWB/iPad/laptop. |
| - Listen to fairy tales and traditional tales on an |
| iPad. |
| - Cooking activities linked to the stories such as |
| gingerbread men. |

