

### Personal, Social and Emotional Development:

We will learn to...

Talk about our feelings and recognise the feelings of others.

Seek adult support and communicate our wants and needs.

Develop clear ideas about what we want to do in our play and learn to play cooperatively as part of a group.

Ask for support when needed in new or challenging situations.

Talk about caring for living things: plant, animal, insect.

Prepare flower beds for planting.

### Communication and Language:

We will learn to...

Develop our listening and attention skills one to one, in a small group and also in whole class situations.

Follow a story without pictures or props.

Talk about and share our thoughts, ideas and feelings through circle time discussions and language groups.

Join in with stories, rhymes and songs and create our own.

Contribute to class discussions about looking after minibeasts and animals both in the local environment and in the classroom.

### Physical Development:

We will learn to...

Travel with confidence around, under, over and through balancing and climbing equipment.

Create dances to make animal and minibeast movements e.g. scurrying ants, buzzing bees, slow snails.

Explore a range of climbing, balancing and sliding apparatus, bats, balls and hoops etc. in the outside area.

Use a pencil effectively to form recognisable letters independently.

Understand the need for safety when tackling new challenges.

### Literacy: Books we are reading:

The Tiny Seed by Eric Carle, My Best book of Creepy Crawlies, The Very Busy Spider by Eric Carle. Not a Box by Antoinette Portis.

**Reading:** Please see phonic and red words sheet attached. We will continue to learn to...

Use phonics to blend and segment longer words.

**Writing:** We will learn to...

Use phonics to write instructions on how to plant a seed.

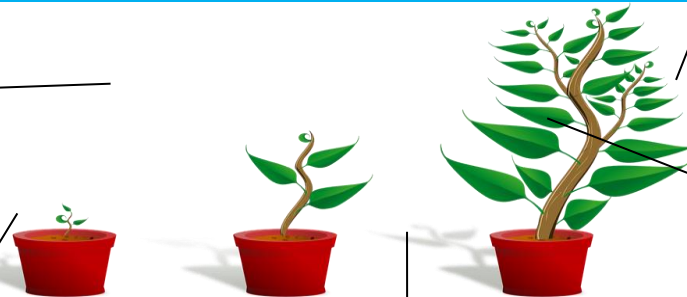
Write an information book about mini beasts.

Make a zig zag book about a spider.

Create an information book about farm animals.

Write a list of recyclable materials.

## Our Amazing World (Growing/Recycling)



### Expressive Art and Design:

We will learn to... Express and communicate our feelings using a range of art forms such as dance, music and art.

Introduce a storyline into our play.

Create collages using media such as seeds, and recyclable materials.

Make observational drawing of plants and flowers.

Move like mini beasts and create a mini beast dance.

Play musical instruments and play them slowly, fast, loud and quiet.

Sing songs relating to the topic e.g. 'Tiny caterpillar on a leaf', 'The ants went marching' and 'Incey, Wincey Spider.'

### Understanding The World:

We will learn to...

Name common farm animals and their babies, minibeasts and insects.

Make observations and ask questions about animals and plants.

Sequence the life cycle of plants/animals using simple vocabulary; identify stages in the lifecycle of plants and animals.

Grow sunflowers and discuss how to care for these and observe changes.

Look after our environment and learn about the importance of recycling.

Recognise similarities and differences between ourselves and others.

Develop digital skills using the internet with adult supervision as well as learning how to use programmable toys.

### Maths:

We will learn to...

Find out 'how many' objects there are altogether when counting. Use language of 'more than', 'less than' and 'equal to'.

Deepen our understanding of a whole being made up of smaller parts through games and practical experiences, such as investigating the number of ducks on a pond.

Continue the counting sequence and be able to identify missing numbers within it.

Develop our understanding of the composition of numbers to 10 using different representations.

Use a developing understanding of doubles to support our subitising skills.

Solve simple practical problems eg. arrange 5 snails on 3 leaves, make equal number of legs on each side of minibeast.

Collect information in a survey about favourite minibeasts and count responses - make our own tally.

Engage in activities that explore time, money, shape, weight and measure.



## Reception Class