### <u>Communication</u>, <u>Language and</u> <u>Literacy</u>. Talk for writing text

- Goldilocks The Gruffalo Owl babies Gingerbread man
- Songs and Rhymes being used:
  - If You're Happy...
  - If You're Wearing Red...
  - My Hands...
  - Heads, Shoulders, Knees....
  - The Walking Song....
  - Put your Finger on your Nose...
  - Finger Play Rhymes...
  - Alphabet Song...
  - Richardson Dees song
- Respond to simple instructions
- Listen attentively to stories
- join in familiar nursery rhymes
- Use words and/or gestures
- Listen to and distinguish initial sounds in own name and those of others
- Draw and paint sometimes giving meaning to marks
- Listen to others
- Ask questions
- Begin to distinguish sounds
- Begin to recognise and write own name
- Nursery Rhymes

#### RE Celebration

• Diwali or Harvest

## <u>Reception</u> What Makes Wallsend <u>Great?</u> <u>Magical Me</u> <u>Autumn</u>

## Understanding of the World.

- Look at the past and present in relation to 'self'
- What are the different parts of my body called
- How can I tell people how I am feeling
- What can I use my hands for
- What can I hear
- What can I see
- What do I like to taste
- How can I smell?
- Intro to ipads
- Who lives in my house
- Where do I live
- Where do I like to go?

#### Personal, Social and Emotional Development

Jigsaw Piece 1 being me in my world

- 1. Who me?
  - 2. How am I feeling today?
  - 3. At school
  - 4. Gentle hands
  - 5. Pupil Proclamation
  - 6. Our responsibilities

Jigsaw puzzle piece 2 celebrating difference

- 1. What am I good at
- 2. I'm special I'm me
- 3. Families
- 4. Houses and homes
- 5. Making friends

# Physical Development.

- Use small and large equipment and one-handed tools
- Promote fine motor control, hand/eye coordination by using threading activities, puzzles, small construction, etc.
- Mount stairs and steps using alternate feet
- Repeat patterns such as in action rhymes and finger play
- Move with control and co-ordination and in a range of ways in time to music

#### <u>Mathematical Development.</u> Big Ideas in Early Maths

- Baseline
- Numbers (Using numbers 1 5)
- Children count reliably with numbers from 1 to 5
- Shape, space and measures Explore characteristics of everyday objects and shapes and use mathematical language to describe them.
- Recognise, create and describe patterns.
- Shape, space and measures Children use everyday language to talk about money.
- Numbers (Securing numbers 1-5)
- Place them in order and say which number is one more or one less than a given number.
- Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer.

### Creative Development.

- Be introduced to a wide variety of art materials and how to use them safely
- Explore 2d and 3d art
- Observational drawings/paintings of faces using mirrors and window panels, noting similarities and differences
- Explore different materials/ textures to create collages of own face
- Make 3D structures with construction
- Explore music, sounds and sing songs
- Begin to write own name

