

	WEEK 1 4/9/23 (1 day)	WEEK 2 11/9/23	WEEK 3 18/9/23	WEEK 4 25/9/23	WEEK 5 2/10/23	WEEK 6 9/10/23	Week 7 16/10/23	
Events	Chn in school 8/9/23	Part time timetable/ Baseline Assessment All chn in schools 15/9/23 Start Little Wandle phonics program.	Baseline Assessment					
CL	3-4 Year Olds (DM) Know many rhymes Use a wider range of vocabulary Can start a conversation with an adult or a friend			Children in Reception (DM) Engage in story times Understand how to listen carefully and why listening is important Learn new vocabulary Develop social phrases Engage in non-fiction books				
	Rhymes: Tiny Caterpillar, Incy, Wincy spider, Wiggly Woo, Miss Polly had a dolly, Humpty Dumpty, Jack and Jill, Sing a Song a Sixpence, The Queen of Hearts, One Finger, One Thumb							
	Vocabulary: piping hot, scurrying, tumbled, scampered, bleated, whirled, toppled, swirled, smirked, scrambled, cinnamon, milk, churns, barn, haystack, thistles, orchard meadow, lane, riverbank, bakery							
	Listen to stories Introduce active listening and model what good listening looks like. Introduce rhymes	Listen to stories Share experiences of baking at home.	Listen to stories Discuss how the characters feel at different points in the story and identify emotions.	Listen to stories Discuss where the Gingerbread Man's journey	Listen to stories Follow instructions	Listen to stories Enjoy singing a collection of rhymes		
PSED	3-4 Year Olds (DM) Increasingly follow rules, understanding why they are important. Remember rules without needing an adult to remind them. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. Be increasingly independent in meeting their own care needs, e.g., brushing teeth, using the toilet, washing and drying their hands thoroughly.			Children in Reception (DM) See themselves as a valuable individual. Build constructive and respectful relationships. Express their feelings and consider the feelings of others. Manage their own needs - Personal hygiene				

	<p>Explain 'Our Recipe for a Fantastic School' using different scenarios and role-play.</p> <p>Embed Classroom Routines and Expectations.</p> <p>Using the 'Colour Monster' story, discuss sharing.</p>	<p>Success</p>	<p>Happiness</p> <p>The Boy With Flowers In His Hair</p>	<p>Independence</p> <p>Incredible You!</p>	<p>Nurture The Smartest Giant in town.</p>	<p>Enthusiastic</p> <p>Look up!</p>
	<p>Introduce the CLEAN GANG to learn how to wash and dry hands properly. Carry out the washing hands activity. Discuss the washing hands page in the 'Colour Monster' story.</p> <p>Provide different enhancements around the classroom – encouraging pupils to try new activities and develop confidence.</p>	<p>Pete the Cat: love My White Shoes</p> <p>Role play turn taking and sharing with board games.</p>	<p>Know and talk about the different factors that support their overall health and wellbeing and help us to be happy: regular physical activity healthy eating toothbrushing (link to making gingerbread men) sensible amounts of 'screen time' having a good sleep routine</p>		<p>Discuss how we have helped others like Georges' friends helped him.</p>	
<p>PD</p>	<p>3-4 Year Olds (DM) Match their developing physical skills to tasks and activities in the setting. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand.</p>			<p>Children in Reception (DM) Revise and refine the fundamental movement skills they have already acquired: rolling, crawling, walking, jumping, running, hopping, skipping, climbing</p>		
<p>PD</p>	<p>Draw a large gingerbread man in chalk on the wall/floor. Use paintbrushes and water to trace the lines and make him disappear. Thread laminated gingerbread men with string/ thread buttons onto a laminated gingerbread man. Act out chasing the gingerbread man – large and small movements. Follow the gingerbread leader- run, dance, prance, whirl, twirl, wiggle, giggle etc. Use dough – gingerbread dough, cutters, buttons. Provide opportunities for gingerbread stamping – gingerbread cutters and paint. Use large tweezers to decorate gingerbread men with various materials e.g. buttons, small pebbles Bakery role play - using various sized spoons for mixing/collecting flour.</p>					
	<p>Fundamental Movement: Sporty Superheroes</p>					

L	<p>3-4 Year Olds (DM) Add some marks to their drawings, which they give meaning to. For example: "That says mummy." Enjoy drawing freely Make marks on their picture to stand for their name</p>	<p>Children in Reception (DM) Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; write 'm' for mummy Write some or all of their name Write some letters accurately</p>
	<p style="text-align: center;">OUR CLASS IS A FAMILY BY SHANNON OLSEN COLOUR MONSTER GOES TO SCHOOL BY ANNA LLNAS</p>	<p>Fiction: Retell and Labels: THE GINGERBREAD MAN BY MARA ALPERIN Additional texts: Rosie's Walk by Pat Hutchins A Great Big Cuddle by Michael Rosen Biscuit Bear by Mini Grey The Gingerbread Man by Lesley Sims</p>

	<p>3- and 4-year-olds outcome: To use story images for pupils to join in with key events and phrases in a retelling of the story. Some pupils may choose to draw/mark make some of the story. Children in reception outcome: To depict the main events of the story using between 3 and 5 images. Pupils to mark make next to each image explaining what is happening.</p>
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	<p>Read: Our Class is a Family</p> <p>Discuss family: Who is in my family?</p> <p>Discuss rules and expectations. Rules for listening and speaking. Model tidying up and where things belong.</p> <p>Make role play together (kitchen) and model how to use it</p> <p>Create a Class Charter and add to display</p> <p>Introduce the daily weather calendar.</p>	<p>Read: The Colour Monster</p> <p>Introduce Word Aware for feelings words.</p> <p>Draw own colour monsters and describe feelings</p> <p>Create a colour monster feelings display.</p> <p>Introduce the book corner and model looking at books independently. Place books in a they use them.</p>	<p>Use the image on the front cover to prompt discussion. Who is this on the front cover? Do you know anything about him?</p> <p>Listen to the instructions given by the recipe and explain why it is important to follow the steps in sequence.</p> <p>Describe the Gingerbread Man Create LOOK OUT posters</p> <p>Match initial sounds</p>	<p>Act in role as the Gingerbread Man</p> <p>Create CV, CVC words with phonemes learnt so far Use images to present the story</p> <p>Orally segment sounds of the animals in the story</p>	<p>Make a plan for a bridge</p> <p>Explore rhyme</p> <p>Draw and label a cake</p>	<p>Assessment: Draw pictures and orally retell the story</p> <p>Use images from the story to label and retell the story.</p> <p>3-and 4-yearolds: Can they use some of their print and letter knowledge in their early writing?</p> <p>Children in reception: Can they spell words by identifying the sounds and then writing the sound with letter/s? Can they form lower-case letters correctly?</p>	
	Phase 2 Little Wandle Phonics with Phase 1 alongside.						
M	<p>3-4 Year Olds (DM) Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger numbers' up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Make comparisons between objects relating to size, length, weight and capacity.</p>			<p>Children in Reception (DM) Count objects, actions and sounds. Subitise Link the number symbol (numeral) with its cardinal number value. Count beyond ten. Compare numbers.</p>			

	<p>Understand position through words alone. Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'.</p>	
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<p>M</p>	<p>Carry out a variety of open-ended number and shape activities.</p>	<p>Sort different coloured items into colour monster groups.</p> <p>Hide the Colour Monster in different places to develop understanding of positional language.</p>	<p>Introduce the rhyme: 1,2,3,4,5 Once I Caught A Fish Alive.</p> <p>NCTEM: Subitise 1 and 2 Put objects into five frames and then ten frames to begin to familiarise children with the tens structure of the number system. Subitise within 3 make and describe spatial patterns with 3 dots. Represent quantities on their fingers in different ways. Identify subgroups of 1, 2 and 3 within larger arrangements.</p> <p>Measure the length of different sized gingerbread men- then order.</p> <p>WHITE ROSE: Block 1: Match sort & compare</p>	<p>Introduce the rhyme: Hickory Dickory Dock.</p> <p>NCTEM: Hear and join in with the counting sequence to 5, including using songs and rhymes See that counting is useful because it tells us 'how many' See that the last number in the count tells us 'how many altogether' (cardinality). Practise counting each object, action or sound once and only once. Record the results of their count</p> <p>Sequencing events – first, then, after.</p> <p>WHITE ROSE: Block 1: Match sort & compare</p>	<p>Introduce the rhyme: 5 Little Speckled Frogs.</p> <p>NCTEM: Know that 2 is made of 1 and 'another 1' Make their own collections of 2 objects and identify the '1 and another 1' within them. Identify when a collection is composed of 3 objects produce their own collection of 3. Identify when a collection is composed of 3 or NOT 3 see that 4 can be made with four 1s.</p> <p>Repeating patterns with gingerbread men buttons</p> <p>WHITE ROSE: Block 1: Match sort & compare</p>	<p>Introduce the rhyme: 5 Little Monkeys.</p> <p>NCTEM: Subitise arrangements of 2 and 3 Practise making 2s and 3s with their fingers subitise auditory patterns up to 3. Identify when a small collection is rearranged or the quantity changed. Show small quantities on their fingers use positional language to describe patterns of 4. Make patterns showing 4.</p> <p>Positional language e.g. in the oven, on his nose, under pans.</p> <p>WHITE ROSE: Block 1: Match sort & compare</p>	<p>Introduce the rhyme: 5 current buns.</p> <p>NCTEM: Represent a given number on their fingers without looking Compare 2 sets of objects and say which is 'more than'. Compare 2 sets of objects and say which is 'more than' or 'fewer than'.</p> <p>Count out buttons to put on a gingerbread man – use a dice to give the amount.</p> <p>WHITE ROSE: Block 1: Match sort & compare</p>
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<p>UW</p>	<p>3-4 Year Olds (DM) Use all their senses in hands-on exploration of natural materials. Explore collections of materials with similar and/or different properties. Talk about what they see, using a wide vocabulary Begin to make sense of their own life-story and family's history.</p>				<p>Children in Reception (DM) Talk about members of their immediate family and community. Name and describe people who are familiar to them Draw information from a simple map. Recognise that people have different beliefs and celebrate special times in different ways. Explore the natural world around them. Describe what they see, hear and feel whilst outside. Understand the effect of changing seasons on the natural world around them.</p>		
<p>UW</p>	<p>While playing, engage children in conversations about themselves and their families. Introduce the weather chart and discuss the weather each day.</p>	<p>Explore using our senses and describe what we can see, hear, feel, inside and out.</p>	<p>Introduce the gardening areas, discussing how we can care for the environment and the things we grow. Bake own gingerbread men and decorate - link to brushing teeth/ healthy eating. Share experiences of baking at home.</p>	<p>Investigate what happens to gingerbread if left in water.</p>	<p>Draw a map of the route taken by the gingerbread man and animals in the story.</p>	<p>KAPOW Computing: Programming: All about Instructions</p>	<p>RE: What happens when a baby is born? Christian Baptism.</p>
<p>EAD</p>	<p>3-4 Year Olds (DM) Take part in simple pretend play, using an object to represent something else even though they are not similar. Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses, etc. Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Remember and sing entire songs.</p>				<p>Children in Reception (DM) Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. Listen attentively, move to and talk about music, expressing their feelings and responses. Sing in a group or on their own, increasingly matching the pitch and following the melody. Develop storylines in their pretend play.</p>		

<p>EAD</p>	<p>Introduce and model role-play area. Introduce and model loose parts play.</p>	<p>Paint own colour monsters.</p>	<p>Music: Introduce Charanger. Use 'Body sounds' to explore music.</p>	<p>Music: 'Vocal sounds' to explore music.</p>	<p>Music: 'Nature sounds' to explore music.</p>	<p>Music: 'Instrumental sounds' to explore music.</p>	<p>Music: 'Environmental sounds' to explore music.</p>
		<p>Art Assessment: Create a selfportrait</p>	<p>Make gingerbread men using the ingredients and the recipe instructions. (Link to Literacy)</p>	<p>Transient art gingerbread men (Have a gingerbread man template and various art materials to place on top)</p>	<p>Introduce different techniques for joining materials, such as how to use adhesive tape and different sorts of glue – junk modelling/ woodwork</p>	<p>Create a boat/bridge for the gingerbread man to use to get across the river (link to PD by using large blocks).</p>	
<p>Provision Play and learn</p>	<p>The characteristics of effective teaching and learning: Playing and Exploring - children investigate and experience things, and 'have a go' Active Learning - children concentrate and keep on trying if they encounter difficulties, and enjoy achievements Creating and Thinking Critically -children have and develop their own ideas, make links between ideas, and develop strategies for doing things</p>						
<p>Provision Play and learn</p>	<p>Model continuous provision (inside/outside) Create role play – home corner/kitchen Introduce resources when chn are ready Ensure chn are confident that they know where each resource belongs</p>	<p>Add a large tray/tuff spot with flour, various sized spoons, tubs, sieves and gingerbread men cutters. This will support pupils to develop motor skills and will prompt discussion about the story (pretending to make gingerbread again.)</p>	<p>Begin creative activities</p>				

Year Group: RECEPTION

Term: AUTUMN 1 2023

Topic: All about us!