

## Reception

# Autumn (2nd half)

#### **LITERACY**

Phase 2 phonics hearing initial sounds and blending and segmenting cvc words

Write labels on signs for toys in toy shop

Mark making – indoors, outdoors

Children to write about favourite toy

Write letters to Santa

Guided reading – read and discuss reading books twice weekly.

#### **Mathematics**

Singing number rhymes

Counting- forwards and backwards to 10

Counting in 1s to 50

1 more / 1 less than a number to 9

Shopping using 1p coins – class shop

Sorting toys

Making price tags for the class shop

Vocabulary for comparison – more, less, smaller, bigger

3D shapes - cone, cube, cylinder, cuboid, sphere

#### **Communication and Language**

Listen to and discuss variety of stories eg. The Great Pet Sale, Bob the builder, Harry and the Robots etc.

Role play – take on different roles in the toy shop eg. customer, shopkeeper

Take Oscar home each week and talk about his activities.

## This term's

topic is

Toys

#### **Physical Development**

Form alphabet letters with correct formation

Use scissors correctly

Fasten coats independently

Travelling like toys eg. Robot walk, commando crawl.

Underarm throwing,

balancing, rocking, rolling

## **Expressive Arts and Design**

Firework/ bonfire pictures

Drawing from observation, memory and imagination Printing repeating patterns Sing simple songs from memory Explore different sounds of instruments

Play co-operatively in the role-play Learn Christmas songs Make seasonal artwork

#### RE

## Christianity

Talk about giving gifts Read and act out the Christmas story

#### PSED

Confident to choose

activities

Share experiences of the

holidays

Become more independent

Interact with peers

Identify and talk about

feelings

Anti bullying week

# Mini topics / themes

**Bonfire Night** 

Christmas Anti bullying

#### Understanding the world

Bring in favourite toy from home and describe

Ask questions about how toys work and move

What are toys made from

Compare old and new toys

Make robots with junk materials – introduce modelling area