

Playing & Exploring –Engagement

Finding out and exploring
Playing with what they know
Being willing to have a go

Motivation

Being involved and concentrating
Keep trying
Enjoying achieving what they set out to do

Creating & Thinking Critically – Thinking

Having their own ideas
Making links
Choosing ways to do things

Personal, Social and Emotional Development

Jigsaw – 'Relationships'

- My family and me (please send in family photos for children to share and use in play).
- My friends.
- Manage my feelings.
This term our value is 'thoughtfulness'.

Communication and Language

- To listen to and explore the story and rhyme.
- To choose and ask for my 'now' activity using the word.
- To show attention in bucket time for the relevant stage.
- To learn the meaning of who, what and where questions.
- To copy core words and phrases in play.

Core words of the week:

Stop, Go, Turn, Get, Up and Down.

Physical Development

- To use the appropriate equipment for climbing, jumping and bouncing.
- Use bikes and scooters with increasing control.
- Follow and carry out at least one of the expected dough disco actions; follow pinch, roll or splat.
- To join in with one of the actions from our action rhyme of the week.
- To learn to use scissors safely and correctly.

Key Action Rhymes: If you're happy and you know it.

Literacy

- To recite familiar rhymes and stories in play.
- To mark make using different mediums and colour.
- To follow patterns with fingers and tools.
- To sort letters of their name.
- To trace the letters of their name.

Key nursery rhymes:

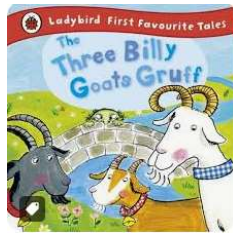
I hear thunder.
I can sing a rainbow.
Plant a little seed.

Key texts:

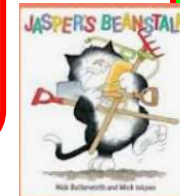
Billy Goat's Gruff.
Jasper's Beanstalk.

Nourish texts:

Runaway Pea. Farmyard
Hullabaloo, Titch.



Goldfinch Reception Class Term 5 What a wonderful world!



Maths

- Count forwards and backwards to 20 and beyond.
- Make amounts 1-10 in pair wise and 5 wise arrangements on 10s frames.
- Subitising irregular dot arrangements to 5.
- Make and compare number collections to 10.
- Add and subtract using Numicon and tens frames.
- Numbers hiding in other numbers.
- Comparing numbers to 10.
- Parts and whole.
- Compare and sort goats into biggest, smallest, and medium sizes.
- Know and order the days of the week.
- Compare heights and growth of plants.

Understanding the World

- Building bridges over the river from cardboard, wooden, junk modelling.
- Sinking or Floating (Troll's River Test).
- Planting seeds and observe their growth.
- Explore nature in contrasting environments.
- Joining VE Day celebrations.

Expressive Arts and Design

- Learning to play a musical instrument along to a rhyme (shakers).
- Small world play of The Billy Goats Gruff.
- Role play characters of the story with masks and costume.
- To explore colour mixing.