

### Communication and Language Development

- Learning vocabulary linked to our books and ways to describe story characters.
- Listening to stories and talk about fiction and non-fiction stories, developing a deep familiarity with new knowledge and vocabulary
- Listening attentively during whole class sessions, including while completing tasks
- Understanding 'how' and 'why' questions and ask questions of others
- Retell stories, repeating and remembering events, vocabulary and sequence.
- Articulate their ideas and thoughts in well-formed sentences.

### Personal, Social and Emotional Development

- 'It's good to be me' Understanding different feelings and behaviours, cooperation, expressing ourselves appropriately
- Who helps keep us safe and learning about people who help us
- Building confidence to choose activities and discuss ideas with others
- Working as part of a group or with a talking partner to share ideas
- Playing co-operatively, beginning to be able to compromise and taking turns at activities
- Express, identify and moderate their feelings and consider the feelings of others
- Build constructive and respectful relationships with peers and adults
- Show resilience and perseverance in the face of challenge
- Manage their own needs

### Physical Development

- **Gross motor:** Revise and refine the fundamental movement skills they have already acquired:- rolling- crawling - walking - jumping - running - hopping - skipping - climbing
- Develop overall body-strength, balance, co-ordination and agility
- Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming.
- **Fine motor:** Handling equipment and tools, including for writing
- Form letters correctly using the ELS rhymes
- Develop the foundations of a handwriting style which is fast, accurate and efficient.
- Managing their own hygiene and personal needs
- To begin to talk about ways to keep healthy and safe e.g. a healthy snack

### Understanding the World

- Asking questions, predicting and experimenting
- Talk about events in their own lives and that of their family
- Know about similarities and differences between communities (focused on the children and their experiences)
- Compare and contrast characters from stories, including figures from the past e.g. famous explorers
- Talk about similarities and differences e.g. changes in season and understand what plants need to grow.
- Habitats- understanding a good habitat for different animals (including polar habitats) and insects

### Chambersbury Primary School



## Spring 2 Reception Theme- Fairytales and Rhymes



### Expressive Arts and Design

- Experiment with songs, music and dance
- Work imaginatively to create models, paintings and pictures based around children's interests and our topic
- Return to and build on their previous learning, refining ideas and developing their ability to represent them. Using a range of artistic materials, tools and techniques
- Create collaboratively sharing ideas, resources and skills
- Represent ideas through art, music, role-play, dance and stories

### Literacy

- Blend sounds into words, so that they can read short words made up of known letter-sound correspondences.
- To tell stories and act them out in our 'Helicopter stories' time
- Begin to read simple sentences, discuss what has been read and answer questions about the story
- Use phonics knowledge to write simple words and sentences
- To be able to re-read their work to check it.
- To retell traditional stories and tell their own stories to build confidence in word reading, fluency, understanding and enjoyment.

### Mathematics

- Count objects, actions and sounds
- Subitise: The ability to instantaneously recognise the number of objects in a small group without the need to count them
- Link the number symbol (numeral) with its cardinal number value
- Count beyond ten and compare numbers
- Understand the 'one more than/one less than' relationship between consecutive numbers
- Explore the composition of numbers to 10
- Select, rotate, manipulate and name 2D and 3D shapes
- Compare length, weight and capacity.

