Reception Curriculum 2022/23

Spring I Explorers and Adventurers

Reading/Phonics			Writing
	Phase 3 graphemes	New tricky words	Text: The Great Explorer Label items for explorer's backpack; write a packing list
Week I	ai ee igh oa		Text: The Snail and the Whale
Week 2	oo oo ar or	was you they	Snail trail writing outside; write secret message on whale's back
Week 3	ur ow oi ear my by		Retelling in small world area or with puppets Write thank you letter to the whale
Week 4	air er words with double letters: dd mm tt bb rr gg pp ff Longer words	are sure pure	Text: Miranda the Explorer Plan and write own explorer story; write postcards Annotate maps; address luggage labels
Oracy Oracy/composition: role-play/small-world areas: café kitchen, dolls' house, hospital, doctor's office, village, fantasy world, restaurant, greengrocers, tea party, farm shop			 Handwriting A range of activities to promote fine motor skills, e.g. pouring, cutting, hole-punching, sorting, threading, colouring, using smaller construction toys, pegboards, Mandarin calligraphy and mark-making
	rwards and backwards, nu hapes in space and make		Geography Read The Great Explorer, The Snail and the Whale, and
			Miranda the Explorer Foundations of locational knowledge Choose 'Where would you like to go? pictures. Foundations of geographical skills and fieldwork Explore maps, atlases and globe. Playful map-making. Follow 'x marks the spot' treasure maps. Forest School: lay a trail and make a map with found materials
RE			Music
 Art Real and imaginary illustrated maps Forest School: use found materials and ribbon to make magic-sticks Continuous provision Drawing: pastels, chalks, pencils, oil pastels, felt-tip pens 			 Continuous provision Construction: Magformers, soft blocks, community blocks, 3D Geo-connectors, Magnetico, Duplo, Mobilo, sticklebricks, cogs, building with crates, tyres and planks, den-building, marble-runs, course for vehicles

	Junk modelling
	Playdough
	Nature kitchen
PE	PSHE
 Gymnastics: Unit 2 To create short sequences using shapes, balances and travelling actions. To develop jumping and landing safely from a height. To develop rocking and rolling. To explore travelling around, over and through apparatus. Continuous Provision Riding bikes and scooters, jumping off crates, climbing, and jumping and swinging from, the climbing frames, negotiating crates, planks and tyres and obstacle and assault courses, using hula hoops, playing football, crossing plastic stepping stones, using stilts, sliding down the slide and firefighter's pole 	 Continuous Provision Follow routines, access resources independently, follow instructions, move around the space safely Manage own needs, including toileting Make relationships with adults and children, seek out companionship with others, make own wants and needs known Talk about how others might be feeling and respond accordingly

Spring 2: Amazing Animals

Reading/Phor	nics		Writing
Week I	Phase 3 graphemes ai ee igh oa oo ar or ur oo ow oi ear	No new tricky words Review all taught so far	Texts: The Ugly Five and other stories Use adjectives to describe African animals Plan and write sections of class safari book Puppet-theatre retelling; explaining choice of favourite
Week 2	er air words with double letters longer words	Secure spelling	animal Text: Dear Zoo and other stories
Week 3	words with two or more digraphs		Choose different animals and adjectives; sequence duck life-cycle pictures
Week 4	longer words words ending in –ing compound words		Write thank you letter to zoo; make zoo signs; write request for a pet
Week 5	longer words words with s in the middle /z/ s words ending —		Text: Noisy Farm and other stories Complete story sentences Text: Dog on a Train
	s words with -es at end /z/		Write captions for story
			INSPIRE event Create and describe a dragon
Maths Select and read numerals from I to I0 (counting objects, including from a larger group or in an irregular arrangement) Compare groups of objects (language of greater and fewer) Estimate and subitise Compare groups of objects (find I more or less in groups to I0) Talk about size weight and capacity Explore 2D shapes			Science Forest School Space rocket play environment Animals including humans Read 'Dear Zoo' and 'Noisy Farm' Explore life cycle of ducks, including hatching ducklings in the classroom Living things and their habitats Read 'The Ugly Five' and other books with wild African settings Work with pictures of savannah animals Play environments: savannah, African Jungle Materials Find the best materials to construct a penguin's nest Geography Foundations of human geography Safari camp role play area. Visit to Freightliners City Farm.
			Annotate a map of Africa.
RE			Music
Animal coats with chalk on black paper Creating and decorating dragons for INSPIRE event			DT Making toilet-roll binoculars and toilet-roll monsters
Decorating gingerbread men			

PE	PSHE
Dance: Unit 2	
 To copy and create different actions. 	
 To express and communicate ideas through movement with coordination and control. To explore body actions, pathways and shapes. 	

Summer I: What a performance

Reading/Pho	nics		Writing
	Phase 4	New tricky words	Text: Billy Goats Gruff Role-play using story language; story-spoon retelling;
Week I	short vowels CVCC	said so have like	performance using story maps 'Trip trap' and troll writing
Week 2	short vowels CVCC CCVC	some come love do	Text: The Gingerbread Man
Week 3	short vowels CCVCC CCCVC CCCVCC longer words	were here little says	Create annotated story map; make own book of the story Role-play the old man and woman; puppet and story-spoon retelling
Week 4	longer words compound words	there when what one	Class assemblies
Week 5	root words ending in: -ing, -ed /t/, -ed /id/ /ed/ -est	out today	Rehearse and perform assembly based on The Gingerbread Man or The Little Red Hen
Add and subtract (count 2 groups together, count a group after taking away) Add and subtract (vocabulary, problem solving and recording) Estimate and subitise Talk about time Investigate 3D shapes			
History			Geography
RE			Music • Perform songs and actions for class assemblies
Art Drawing troll faces Goat and troll chalk drawing Making an origami fox Potato hoof-prints			DT Creating goat bridges with blocks, with crates/planks and with junk Making goat and troll headbands Farmhouse kitchen outside Forest school: build a goat bridge and troll trap from found materials, make mud gingerbread men
PE Ball Skills: Unit 2 To develop rolling and tracking a ball. To develop accuracy when throwing to a target. To develop dribbling with hands. To develop throwing and catching with a partner. To develop kicking a ball to a target. Circus Skills (CP) To use circus equipment, such as hoops, stilts, juggling balls.		ving to a target. g with a partner. get.	PSHE

Summer 2: Growing Up

Reading/Phonics			Writing
Week I Week 2	Phase 4 ong vowel sounds CVCC CCVC long vowel sounds CCVC CCCVC CCV	Produce giant Fee! Fi! Fo! Fum! writing Act out the story as a class; practise giant story using story map Create story map of own version then wr	Produce tiny elf writing Sew binca squares Story-spoon retelling Text: Jack and the Beanstalk
Week 3	CCVCC Phase 4 words ending -s /s/ Phase 4 words ending -s /z/ Phase 4 words ending -es longer words		Act out the story as a class; practise giant voices; retell
Week 4	root word ending in: – ing, –ed /t/, –ed /id/ /ed/, –ed /d/ Phase 4 words ending in: –s /s/, –s /z/, –es longer words		Visit to Little Angel Theatre
doubles Addition and	compare in numbers — including odd subtraction facts	and even and	Geography
History			Geography
RE			Music
Art Castles made from 2-d shape outlines Chalk scary giant faces on black paper Hens drawn using hand-outlines Stars and moons with white chalk on black paper Leaf relief pictures			DT Designing elf shoes Sewing with binca Cooking beanstalk stew, bean soup and golden egg omelette Making a beanstalk with string and leaves
PE Games: Unit 2 To develop accuracy when throwing To learn to play against an opponent. To play by the rules and develop coordination. To explore striking a ball and keeping score. To work co-operatively as a team.		t. ordination.	PSHE