



Primary Curriculum 2018-19
 Year Group Long Term Plan
 Scheme of Work for: Reception

'Going for Gold'
'Achieving Excellence'

Half term	Communication and Language	Physical Development	Personal, Social and Emotional	Literacy	Maths	Understanding the World	Expressive Arts and Design
1 What do I know about me? (Texts: The baby who wouldn't go to bed / Polar bear, polar bear, what do you hear? / Owl Babies / Rosie's walk)	<ul style="list-style-type: none"> Model spoken language using sentences News telling/show and tell Listen/respond – story/rhyme Prepositions 	<ul style="list-style-type: none"> Hand/eye coordination Outdoor-bikes/small equipment/games. Gym-use of space Move with confidence 	<ul style="list-style-type: none"> Positive attitudes Class rules/routines Develop confidence Develop friendships Role play areas Likes/dislikes birthdays 	<ul style="list-style-type: none"> Letters/sounds - phonic work Story/rhyme-poems Recognise familiar words Mark making guided read focus on h.f words/beginning sentence writing 	<ul style="list-style-type: none"> Counting to 10 Reading numbers to 10 Ordering numbers to 10 sort/match by colour/size etc. count to 20 more than/less than 2d shape positional language patterning with colour/shape 	<ul style="list-style-type: none"> Our faces/bodies/body parts/senses similarities/differences-use mirrors family and relationships outdoor environment-explore senses 	<ul style="list-style-type: none"> Songs incl.-I've got a body/Head, shoulders. Dance Sound making Colour mix Our bodies Explore texture draw/paint portraits Decorate gingerbread men make/bake gingerbread men
2 Why are there So many leaves on the ground? Why is it so cold in winter? (Texts: The Snowman / The Jolly Christmas Postman)	<ul style="list-style-type: none"> Maintain attention. questioning Respond to instructions News/show and tell Listen/join in with story/rhyme 	<ul style="list-style-type: none"> Gym – travel with control,balance, climbing skills Games-throw/catch Healthy eating/routines Hand/eye coordination. 	<ul style="list-style-type: none"> Talk about home/community inc. beliefs build confidence to speak in a familiar group Role play – cold countries polar regions 	<ul style="list-style-type: none"> Letter/sounds -phonic work Ascribe meaning to marks H.F words/recognise familiar words Story/rhymes 	<ul style="list-style-type: none"> Count to 20/back Counting on Recognise, order to 20 Addition/subtraction within 10 Order by size Name /use 2D shapes/patterns Days of week – time-today etc 	<ul style="list-style-type: none"> Seasonal change-Autumn/Winter Explore outdoors. Know familiar places/talk about natural world ICT-remote control and computer info. retrieval 	<ul style="list-style-type: none"> Familiar songs/xmas songs Dance Card making-celebrations Construction Use line, texture, shape,colour Xmas craft Autumn trees/leaves.
3. Who can I ask for help and what kind of transport do they use? (Texts: The Jolly Postman / We all go travelling / The Little Red Hen)	<ul style="list-style-type: none"> Develop concentration Listen/respond to stories and instructions Discuss vehicles/shops News/show and tell Role play language-shop 	<ul style="list-style-type: none"> Small apparatus /circuits-games-partners Gym-apparatus Fine/gross motor skills Construct vehicles 	<ul style="list-style-type: none"> Discuss feelings My friends Role play – Shop, garage outdoor. Awareness of boundaries within class Sensitivity towards peers. 	<ul style="list-style-type: none"> Letter/sounds-phonic work Story-listening/recall Reading behaviour H.F. words Form letter/words from speech Write simple sentences 	<ul style="list-style-type: none"> Estimation Count to 20/back More/fewer than-one more. Addition/double to 10 subtraction to 10 Money-shop Positional language and 2/3D shape full/empty 	<ul style="list-style-type: none"> Seasonal change-describe observations Pictograms programs-ICT Toy cars-push/pull/remote control. Trip on tram/bus Bake biscuits Visit from a person working in the community. Who are the people who help us? 	<ul style="list-style-type: none"> Use stories in role play 3D structures Collage printing Songs inc-wheels on the bus etc Dance Paintings of vehicles Draw/paint people who help us
4 Who are the famous characters in my book? (Texts: The Gruffalo / Where the wild things are / Rumble in the Jungle)	<ul style="list-style-type: none"> Listen/respond to 2 part instruction. Listen,join in,respond to story/rhymes. News/show and tell. Role play language. 	<ul style="list-style-type: none"> Gym Games Fine motor skills Keeping healthy Use equipment safely construction,use malleable materials. 	<ul style="list-style-type: none"> Being a super hero. Character feelings Positive behaviour towards peers Sharing/turn taking working as a group/pairs. 	<ul style="list-style-type: none"> Recall/retell stories/rhymes-describe characters/main events. Letter/sounds-phonic work Read /write words/simple sentences 	<ul style="list-style-type: none"> Count to 20 beyond Recognise to 20 Find one more/one less Practical addition, subtraction Order/sequence events Sharing/doubling 	<ul style="list-style-type: none"> Growing seeds -life cycles ICT-use programs/print out. Select tech.for a purpose 	<ul style="list-style-type: none"> Character art/craft Dance Explore instrumental sounds Collage flowers Easter craft
5 Are all minibeasts scary? (Texts: The bad tempered ladybird / Incy Wincey Spider / Superworm / The very hungry caterpillar)	<ul style="list-style-type: none"> Listen/respond to stories-key events with comments Describe story characters Role play-garden centre News/show and tell 	<ul style="list-style-type: none"> Gym ,games Understand good health and exercise Negotiate space safely and with control Fine motor control Dress/undress, manage hygiene and needs independently 	<ul style="list-style-type: none"> I can-talk about their abilities Make choices – collect resources Show and talk about activity preferences Show awareness for others feelings Care for animals/minibeasts and their environment 	<ul style="list-style-type: none"> Letters/sounds - phonic work H.F.words Write short sentences in context Write name ,captions, labels Read words, simple sentences Describe story settings,events and characters 	<ul style="list-style-type: none"> Count/order to 20 Say 1 more/1 less from given number. Add,subtract single digit numbers Sort no.of legs Compare size,weight, capacity Recognise, make,describe patterns Time –sequence events 	<ul style="list-style-type: none"> life cycles-butterfly etc Animals and their young ICT-paint a picture Walk around grounds/local environment Minibeast hunts 	<ul style="list-style-type: none"> Dance-animal movements Snail art-Henry Matisse Drawings/paintings Collage of minibeasts -homes Explore ideas and use creativity thr. various media Use story/narrative in play Animal songs
6 Should Goldilocks say sorry? (Texts: Goldilocks and the 3 bears / Martha doesn't say sorry / The Enormous Crocodile)	<ul style="list-style-type: none"> Listen/respond to stories-recall key events Understand key story elements Answer how/why questions in stories Make up own stories Role play-Bears' house. 	<ul style="list-style-type: none"> Gym, games Negotiate space with control Handle tools effectively Manage own needs Know about importance of a healthy diet/exercise 	<ul style="list-style-type: none"> Know and talk about behaviour-moral issues from the stories-stranger danger etc Playing/working in a group-cooperation Talk about fav.activities and try new ones Adjust behaviour to new situations Show empathy for story characters 	<ul style="list-style-type: none"> Letters/sounds -phonic work Reading-group/individual Write sentences using phonic knowledge and common words. Sequence, and order stories 	<ul style="list-style-type: none"> Solve problems-doubling ,halving, sharing Add/subtract 1 more from 1-20 1 less from 1-20 Say a no.more/less /greater/smaller than order no.to 20 time-0'clock/sand timers-1/2/3 minute 	<ul style="list-style-type: none"> Summer-seasonal change Stories about our own lives. ICT-programs, using technology for a purpose Look at features of our environment 	<ul style="list-style-type: none"> Story based illustrations Paint/collage aspects from stories Role play-act out stories use props Use colour,line texture,modeling to create features Songs,music and dance

