

Communication and language

- Phase One of Letters and Sounds.
- Listening to stories and rhymes.
- Following instructions.
- Sharing news and ideas.
- Developing and extending the children's vocabulary.
- Imaginary play.

Physical development

- Developing the children's control and co-ordination in large and small movements through the story, 'Funny Bones'.
- Handle tool, objects and equipment with increasing control including scissors, pencil and paintbrush.
- Understanding of how and why it is important to keep healthy.
- Getting changed for PE.
- Developing the children's tripod and pencil grip.

Personal, social and emotional development

- Develop the children's confidence and self-esteem.
- Talk about what we are good at.
- Explore feelings. What makes you happy and what makes you sad?
- Learn and follow the class rules for both indoors and outdoors.
- Develop relationships; making friends, sharing, taking turns.

Reception
Autumn 1
Me and my friends



Understanding the world

People and communities

- RE focus - What does it mean to belong?
- Me and my family
- My special day out

The World

- My house
- Exploring using our senses
- My body
- Baking activities
- Planting bulbs

Technology

- Using computers to record sounds and create pictures.
- Using technology to communicate.

Literacy

- Listening to stories including 'Spider sandwich' and 'No-Bot the robot with no bottom' both by Sue Hendra.
- Retelling stories together.
- Recognising first and surname.
- Phase One of Letters and Sounds.
- Develop a 'have a go' attitude when writing.
- Ascribe meaning to the marks they make.

Mathematics

- Rote counting both forwards and backwards to 20.
- Counting objects from a larger group.
- Develop one to one correspondence when counting a group of objects.
- Number recognition.
- Simple addition and subtraction.
- Understanding and using positional vocabulary.
- Reciting and ordering days of the week.

Expressive arts and design

- Singing songs including 'How do you do?' and using the instruments to explore how sounds are made.
- Drawings of themselves.
- Colour mixing for our Superstar.
- Paintings of No-Bot
- Role play - Including home corner and builders' yard.