

Theme Overview – Reception

| | Term 1 | Term 2 | Term 3 | Term 4 | Term 5 | Term 6 |
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| Theme | Superheroes (All About Me) | Off We Go! (Transport) | All Things Wild (Animals) | Once Upon a Time (Traditional Tales & Fairy Stories) | It's a Bug's Life (Minibeasts and Life Cycle of a Butterfly) | Pirates Ahoy! (Under the Sea) |
| Literacy | L&S Phase 2 Text: My Mum / Superheroes Labels | L&S Phase 2&3 Text: Whatever Next! Captions | L&S Phase 3 Text: Dear Zoo Narrative | L&S Phase 3 Text: The Gingerbread Man Instructions | L&S Phase 3 Text: The Very Hungry Caterpillar Non-Chronological report Recount | L&S Phase 4 Text: Rainbow Fish Narrative |
| Mathematics | Num 30-50 mths Use number names & lang, recites numbers to 10, represent numbers, match numeral & quantity, number problems, count anything SSM 30-50mths Shows an interest playing with shapes, uses positional language, construction, shapes in the environment, shape language. | Num 40-60 mths Recognise no's to 10. Counts objects to 10, count beyond 10. Counts out objects, one more, own mathematical problems. SSM 40-60+ mths Selects a particular named shape, language, positional language, length & height. | Num 40-60 mths Count objects from a larger group, count actions & objects that can't be moved, one more, more & fewer, total number in 2 groups, 1 less than 5, adding & subtracting SSM – 40-60+ mths Patterns, model building, money, ordering and sequencing, measuring time, weight & capacity | Num 40-60 mths Count with no's 1-20, place in order, 1 more, 1 less, SSM ELG Language to talk about size, weight, capacity, position, distance, time & money. Problem solving & comparing. Recognise, create & describe patterns. | Num ELG Add and subtract 2 single-digit numbers, count on or back to find the answer. Solve problems involving doubling, halving and sharing. SSM ELG Explore characteristics of everyday objects & shapes. Use mathematical language to describe shapes and objects. | Num ELG Add and subtract 2 single-digit numbers, count on or back to find the answer. Solve problems involving doubling, halving and sharing. SSM ELG Explore characteristics of everyday objects & shapes. Use mathematical language to describe shapes and objects. |
| Understanding the World | P&C 30-50 mths Shows and interest in occupations and ways of life. Shows and interest in the lives of people who are familiar to them. Significant events, special times or events, what makes them unique? Tech 30-50mths Operate simple equipment, shows an interest in tech, info from computers. TW – 30-50mths | PC 40-60+ mths Enjoy joining in with family customs and routines. Tech 40-60+ mths Completes a simple program on a computer, ICT hardware to interact with age-appropriate software. TW – 40-60+ mths Look closely at similarities, differences, patterns and change. | PC ELG Past and present events in own life and family members. Tech ELG Range of technology, Select & use tech for a particular purpose. TW – ELG Similarities & differences in relation to places, objects, materials & living things. | PC ELG Other chn don't always enjoy the same things and are sensitive to this. Range of technology, Select & use tech for a particular purpose. TW – ELG Talk about features of own immediate environment & variation. | PC ELG Similarities and differences between themselves and others, families, communities, traditions. Range of technology, Select & use tech for a particular purpose. TW – ELG Observations of animals and plants, explain why things occur, talk about changes. | PC ELG Similarities and differences between themselves and others, families, communities, traditions. Range of technology, Select & use tech for a particular purpose. TW – ELG Observations of animals and plants, explain why things occur, talk about changes. |

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| | Talk about what they have observed, what happens, understanding of growth, decay and changes over time. Show care & concern for living things and the environment. | | | | | |
| Expressive Arts and Design | <p>BI 30-50 mths</p> <p>Use movement to express feelings. Create movement in response to music. Sing to self, make up songs. Makes up rhymes. Imitate adults. Imaginative role play. Build stories. Capture experiences & responses with a range of media.</p> <p>EMM – 30-50 mths</p> <p>Enjoys joining in with dancing & ring games. Sings a few familiar songs. Move rhythmically. Uses construction materials. Explores colour & how it can be changed. Texture. Using tools for a purpose.</p> <p>Me! Explore: growing, homes, colour, toys, how I look.</p> | <p>BI 30-50 mths</p> <p>Use movement to express feelings. Create movement in response to music. Sing to self, make up songs. Makes up rhymes. Imitate adults. Imaginative role play. Build stories. Capture experiences & responses with a range of media.</p> <p>EMM – 40-60+ mths</p> <p>Build a repertoire of songs and dances. Explore instruments. Explore colour mixing. Create different textures. Combine different media. Manipulate materials. Construct with a purpose. Use simple tools and techniques. Select appropriate resources.</p> <p>My Stories. Explore: using your imagination, Christmas, Festivals, Fairies, Pirates, Treasure, Superheroes, Let's Pretend, Once Upon a Time.</p> | <p>BI 40-60+ mths</p> <p>Create simple representations. Express and respond to feelings, ideas and experiences. Choose particular colours to use for purpose. Introduce storyline or narrative into play. Play alongside other chn (same theme). Play cooperatively as part of a group to develop and act out a narrative.</p> <p>EMM – 40-60+ mths</p> <p>Build a repertoire of songs and dances. Explore instruments. Explore colour mixing. Create different textures. Combine different media. Manipulate materials. Construct with a purpose. Use simple tools and techniques. Select appropriate resources.</p> <p>Everyone! Explore: family, friends, people and music from around the world.</p> | <p>BI: ELG</p> <p>Use what learnt about media and materials in original ways – use and purpose. Represent own ideas, thoughts, feelings through d&t, art, music, dance, role play & stories.</p> <p>EMM – ELG</p> <p>Sing songs, make music and dance, experiment with ways of changing them. Safely use and explore a range of materials, tools and techniques.</p> <p>Our World Explore: animals, jungle, minibeasts, night and day, sand and water, seaside, seasons, weather, sea, space.</p> | <p>BI: ELG</p> <p>Use what learnt about media and materials in original ways – use and purpose. Represent own ideas, thoughts, feelings through d&t, art, music, dance, role play & stories.</p> <p>EMM – ELG</p> <p>Experiment with colour, design, texture, form & function.</p> <p>Big Bear Funk – Listen and appraise, singing, improvising, playing instruments, perform and share.</p> | <p>BI: ELG</p> <p>Use what learnt about media and materials in original ways – use and purpose. Represent own ideas, thoughts, feelings through d&t, art, music, dance, role play & stories.</p> <p>EMM – ELG</p> <p>Experiment with colour, design, texture, form & function.</p> <p>Reflect, Rewind and Replay. History of music.</p> |
| Physical Development | <p>M&H – 30-50 mths</p> <p>Runs skilfully and negotiates space successfully, adjusting speed and direction to avoid obstacles. Stand on 1 foot. Catch a large ball. Gross motor movements. Hold pencil between thumb & finger. Copy</p> | <p>M&H – 30-50 mths</p> <p>Move freely – slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</p> <p>H&S – 40-60+ mths</p> <p>Need for safety when tackling new challenges. Consider and manage some</p> | <p>M&H – 40-60+ mths</p> <p>Experiment with ways of moving, jump off an object appropriately. Negotiate space. Travel. Preference for a dominant hand. Form recognisable letters. Use a pencil to form recognisable letters, most of which are correctly formed.</p> | <p>M&H – 40-60+ mths</p> <p>Experiment with ways of moving, jump off an object appropriately. Negotiate space. Travel. Preference for a dominant hand. Form recognisable letters. Use a pencil to form recognisable letters, most of which are correctly formed.</p> | <p>M&H – ELG</p> <p>Show good control & coord in large movements. Move confidently in a range of ways, safely negotiating space. Handle equipment & tools effectively, including pencils for writing.</p> <p>H&S – ELG</p> | <p>M&H – ELG</p> <p>Show good control & coord in large movements. Move confidently in a range of ways, safely negotiating space. Handle equipment & tools effectively, including pencils for writing.</p> <p>H&S – ELG</p> |

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| | <p>letters from their name. H&S – 40-60+ mths Eat a healthy range of foodstuffs & understand need for variety. Dry and clean during the day. Understanding of good practices – exercise, eating, sleeping & hygiene can contribute to good health.</p> | <p>risks. Transport & store equipment safely. Practise appropriate safety measure without direct supervision.</p> | <p>H&S – ELG Importance of good health of physical exercise & healthy diet. Talk about ways to keep healthy & safe. Manage own basic hygiene & personal needs successfully. Dress and go to the toilet independently.</p> | <p>H&S – ELG Importance of good health of physical exercise & healthy diet. Talk about ways to keep healthy & safe. Manage own basic hygiene & personal needs successfully. Dress and go to the toilet independently.</p> | <p>Importance of good health of physical exercise & healthy diet. Talk about ways to keep healthy & safe. Manage own basic hygiene & personal needs successfully. Dress and go to the toilet independently.</p> | <p>Importance of good health of physical exercise & healthy diet. Talk about ways to keep healthy & safe. Manage own basic hygiene & personal needs successfully. Dress and go to the toilet independently.</p> |
| PSHE | All about me | People who help me | Friendship and kindness | Keeping safe | Being healthy | Internet safety |
| RE | Being Special: Where do we belong? | Why is Christmas special for Christians? | Why is the word 'God' so important to Christians? | Why is Easter special to Christians? | What places are special and why? | What times/stories are special and why? |
| Outdoor Learning | <p>Rules and staying safe Copse CofEL</p> | <p>Wooden blocks Mechanics role-play CofEL</p> | <p>Sharing and taking turns on scooters & equipment CofEL</p> | <p>Water and sand play CofEL</p> | <p>Bug Hunt CofEL</p> | <p>Working collaboratively CofEL</p> |

CofEL – Characteristics of Effective Learning

L&S – Letters and Sounds

For further information about any of the Early Learning Goals, please cross reference to The Development Matters Document.