Curriculum Overview Reception

Personal, Social & Emotional Development

Autumn 1	Autumn 2	Spring 1 Spring 2	Summer 1 Summer 2
 Settling into full time school, routines and new classes Independently using resources in the classroom Make friendships and playing in groups Forming good relationships with children and teachers Share and take turns with others Developing the confidence to select and use resources Exploring different feelings of themselves and others – happy, sad, cross, scared, worried 	 Independently use resources in the classroom and outdoors Beginning to play collaboratively as a group Continuing to form good relationships with children and teachers Take turns with resources independently. Selecting resources and explaining why they have been selected Discuss what a 'bully', listen and talk about stories 	 Take into account what others say Able to explain own knowledge and understanding Take steps to resolve conflicts with other children Understands that own actions affect other people Talk about their learning, what they have done well and what they can do to improve Work collaboratively with peers taking into account each other's' ideas 	 Reflect on successes and achievements and feel good about their success Understand the need for good behaviour, can talk about behaviour and its consequences Discuss fair and unfair situations and how it affects how people feel Develop confidence to speak in familiar group and talk about their ideas. Getting ready for year 1

Communication & Language

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
 Attentive listening during large group and small group circle times Developing spoken language Recalling past experiences and talk about future events Continuing to develop their vocabulary Understanding and answering a range of questions – who, what, where, why, how Understanding the use of objects e.g. what do we use to cut things? Responding and understand verbal instructions Using language to develop role play, stories and imagination First 4 word aware concepts 	 Attentive listening during large group and small group circle times Beginning to talk in complex sentences using because Understanding present, past and future when talking Continue to develop their vocabulary Understand and answer a range of questions – who, what, where, why, how Respond and understand verbal instructions containing 2 parts Learn and change Talk4Writing story – Stickman Taking part in Christmas Nativity. Word aware concepts 	 Developing attention span and listens attentively Understand 'how and why' questions Listens to ideas expressed by others in conversation or discussion Use language to imagine and recreate roles in play situations Use talk to organise and clarify thinking and sequence ideas Rehearse and retell – "How to catch a Star." Word aware concepts 	 Developing attention span and listens attentively Understand 'how and why' questions Listens to ideas expressed by others in conversation or discussion Use language to imagine and recreate roles in play situations Use talk to organise and clarify thinking and sequence ideas. Rehearse and retell- "Jack and the Beanstalk" Word aware concepts 	 Listen carefully in a range of situations e.g. in assemblies Respond to stories with relevant comments and questions Answer 'how' and 'why' questions about their experiences and in response to stories or events Express themselves effectively, using correct tense when talking about past, present and future Rehearse and retell story—Little Red Riding Hood Word aware concepts 	 Listen carefully in a range of situations e.g. in assemblies Respond to stories with relevant comments and questions Answer 'how' and 'why' questions about their experiences and in response to stories or events Express themselves effectively, using correct tense when talking about past, present and future Rehearse and retell story—Farmer Duck Word aware concepts

Physical Development

Maths

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
 Counting forwards and backwards from 1 - 20 Recognising numbers to 10 Ordering numbers 1-10 Matching numeral to quantity Touch counting a group of objects up to 10 Becoming familiar with numicon tiles to 10 Comparing quantities using language 'more' and 'fewer' Talk about the day, date and month Naming and describing all 2D shapes Using positional language 	 Count forwards and backwards from 1 - 20 Recognising numbers to 15 Ordering numbers 1-15 Matching numeral to quantity Touch counting a group of objects up to 15 Recognising how many in a group without counting – subitizing Beginning to say the number that is one more Identify what the missing number in a sequence is Talk about the day, date and month Naming and describing 2D shapes. Capacity 	 Read, order, count sets up to 20 Begin to write numbers to 20 correctly Counting forwards and backwards between two given numbers Understanding simple addition and subtraction calculations using 'count all' strategy Use symbols +, = to record calculations Use numicon to solve number calculations Order items by length, weight, capacity Using money language Halving 2D shapes Recognise 3D shapes and their properties 	 Read, order, count sets up to 20 Begin to write numbers to 20 correctly Counting forwards and backwards between two given numbers Understanding simple addition and subtraction calculations using 'count all' strategy Use symbols +, = to record calculations Use numicon to solve number calculations Order items by length, weight, capacity Using money language Halving 2D shapes Recognise 3D shapes and their properties 	 Read, write, order and counts sets up to 20 Say what is one more or one less than any number up to 20 Count in 2's up to 20, 5's up to 30 & 10's up to 100 Problem solve simple calculation problems using a range of strategies eg count on, count back, using a number line/track, jottings, objects and numicon Using symbols +, -, = to record calculations Solve problems practically using doubling, sharing and halving Begin to recognise number bonds to 10 and doubling numbers Begin to use numicon to partition numbers up to 20 Recognise, create 	 Read, write, order and counts sets up to 20 Say what is one more or one less than any number up to 20 Count in 2's up to 20, 5's up to 30 & 10's up to 100 Problem solve simple calculation problems using a range of strategies eg count on, count back, using a number line/track, jottings, objects and numicon Using symbols +, -, = to record calculations Solve problems practically using doubling, sharing and halving Begin to recognise number bonds to 10 and doubling numbers Begin to use numicon to partition

		and describe	numbers up to 20
		patterns including	 Recognise, create
		symmetry and more	and describe
		complex patterns	patterns including
		 Develop 	symmetry and
		understanding and	more complex
		mathematical	patterns
		language of 2D & 3D	Develop
		shapes	understanding
		Concept of money –	and mathematical
		using money to buy	language of 2D &
		things from a role-	3D shapes
		play shop	Concept of money – using
		F - / P	money to buy things from
			a role-play shop

Literacy

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
 Consolidation of phonics listening activities Beginning set 1 Read Write Inc phonics Reading simple words Writing a CVC word Reading and write own name Listening to stories and answer questions about what has been read Discussing characters, events and settings in stories Join in with repeated phrases in stories Clapping the syllables in words Recognising rhyme T4W story- Little Red Hen 	 Recognising, saying and writing set 1 Read Write Inc sounds Read a range of decodable words and captions Read some red words Writing simple CVC words and captions Read and write own name (without name card) Listen to stories and answer questions about what has been read Discuss characters, events and settings in stories Track words when reading with finger T4W story-Stickman 	 Recognise, say and write set 1 and set 2 Read Write Inc sounds Read a range of decodable words and captions Read and write set 1 and set 2 Read Write Inc red words Read sentences independently & begin to understand what has been read Punctuation – capital letters, finger spaces, full stops Write own sentences using punctuation with support Write instructions using 'bossy' and time words Draw storymaps for "How to Catch a Star" 	 Recognise, say and write set 1 and set 2 Read Write Inc sounds Read a range of decodable words and captions Read and write set 1 and set 2 Read Write Inc red words Read sentences independently & begin to understand what has been read Punctuation – capital letters, finger spaces, full stops Write own sentences using punctuation with support Write instructions using 'bossy' and time words Draw storymaps for "Jack and the Beanstalk" 	 Phonics – Set 1,2 and 3 Read Write Inc phonics Read and understand sentences and books Develop understanding of what they have read through recall and discussion about text Answer questions about the text and find the answer in the text Can explain the difference between fiction and non-fiction books Drawing story maps to retell stories – Little Red Riding Hood Write sentences independently using correct punctuation – capital letter, finger spaces, 	 Phonics – Set 1,2 and 3 Read Write Inc phonics Read and understand sentences and books Develop understanding of what they have read through recall and discussion about text Answer questions about the text and find the answer in the text Can explain the difference between fiction and non-fiction books Drawing story maps to retell stories – Farmer Duck Write sentences independently using correct punctuation – capital letter, finger spaces,

, , , , , , , , , , , , , , , , , , ,		
	full stop	full stop
	 Write for a range 	 Write for a range
	of purposes eg	of purposes eg
	recounts, short	recounts, short
	stories,	stories,
	information	information
	sentences about	sentences about
	animals &	animals &
	minibeasts	minibeasts
	 Write recounts 	 Write recounts
	of weekend	of weekend
	news and trips	news and trips
	 Begin to use 	 Begin to use
	connectives in	connectives in
	sentences to	sentences to
	make them	make them
	longer and more	longer and more
	complex eg and,	complex eg and,
	so, when,	so, when,
	because	because

Understanding of the World

Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
What are my senses?	What is winter?	Celebrations- Easter,	What animals live on the	What is summer?
What is Diwali?	What is a reversible and	Mother's day, World book	farm?	What events do I
How to we celebrate	irreversible change?	day and Chinese new	What happens when we	celebrate?
Christmas?		Year.	plant a seed?	How do animals grow and
	Using age appropriate	What is Easter?	What minibeasts might	change?
	computer software		we find outdoors?	
		Exploring melting		Using age appropriate
	Being aware of being safe		Using age appropriate	computer software
	online	Using age appropriate	computer software	·
		computer software		Being aware of being safe
			Being aware of being safe	online
		Being aware of being safe	online	
		online		
	What are my senses? What is Diwali? How to we celebrate	What are my senses? What is Diwali? How to we celebrate Christmas? Using age appropriate computer software Being aware of being safe	What is Diwali? What is Diwali? What is a reversible and irreversible change? Christmas? What is winter? What is a reversible and irreversible change? Using age appropriate computer software Being aware of being safe online Celebrations- Easter, Mother's day, World book day and Chinese new Year. • What is Easter? Exploring melting Using age appropriate computer software Being aware of being safe	What is Diwali? What is Diwali? How to we celebrate Christmas? Using age appropriate computer software Being aware of being safe online What is winter? What is a reversible and irreversible change? Using age appropriate computer software Celebrations- Easter, Mother's day, World book day and Chinese new Year. What happens when we plant a seed? What minibeasts might we find outdoors? Exploring melting Using age appropriate computer software Being aware of being safe online Being aware of being safe online

Expressive Arts & Design

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
 Autumn 1 rhyme time songs Exploring and name a range of musical instruments Using instruments to tap out a steady beat Use role play areas to act out life experiences – home corner, supermarket and doctors Painting recognisable pictures Using a range of media to create pictures e.g. feathers, straws, collage, sequins Use junk modelling to create models Manipulate play dough to achieve a planned effect 	 Autumn 2 rhyme time songs Learn and sing a range of songs for the Christmas play Explore, play and name a range of musical instruments Use role play areas to act out life experiences – doctors, supermarket and Santa's workshop Print repeating patterns pictures Explore a range of media and joining techniques to create a photo frame Explore printing to make a Christmas card 	 Spring 1 rhyme time songs Manipulate materials eg dough, clay to achieved a planned effect Construct with a purpose in mind and adapt work where necessary Creating movements in response to music Use of watercolour paint and compare the colour and texture to other paint Recognising long, short, high and low sounds when played on different instruments 	 Spring 2 rhyme time songs Manipulate materials e.g. dough, clay to achieved a planned effect Construct with a purpose in mind and adapt work where necessary Creating movements in response to music Learning songs for our Mothers day assembly. Use of watercolour paint and compare the colour and texture to other paint Recognise long, short, high and low sounds when played on different instruments 	 Summer 1 rhyme time songs Explore how sounds can be changed and played at different speeds Represent ideas, thoughts and feeling through a range of activities Develop observational drawing skills Combine different media to create pictures and artwork 	 Summer 2 rhyme time songs Explore how sounds can be changed and played at different speeds Represent ideas, thoughts and feeling through a range of activities Develop observational drawing skills Combine different media to create pictures and artwork