## Reception Overview

Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Areas of Learning	All about me	People who help us.	Traditional Stories	Ready, Steady, Cook. (Food and nutrition)	Letter Trail	Under the sea
Book Stimulus	Elmer Rainbow fish	Topsey and Tim	The three little pigs-Based on the children's interests.  Other stories to explore – The Gingerbread man, Jack and the bean stalk, Billy goats gruff.	Goldilocks and the three bears.  The very hungry Caterpillar	The Jolly Postman	Winnie under the sea.  Look and say what you see at the sea.
Literacy	Identify the initial sounds of the items in the water tray E.g. F for fish.  Discuss colours, using the correct colours that correspond to the correct item.  Reading / looking at each book discuss what you think may be happening in each picture.	To mark make or write the words of those who help us. To draw a picture of someone who has helped them. Draw with a purpose. Discuss situations where people may need your help. With your talking partner, discus how you have	Sequencing the story of the Three little pigs.  Writing sentences based on the story.  Recalling common phrases from the story E.g.  "I'll huff and I'll puff and I'll blow the house down".  Labelling pictures 'straw', 'sticks', 'bricks' etc.  Identify the initial sounds of objects	Cooking and writing instructions.  Healthy eating posters / pictures. Divide the tins of food into two categories – healthy and unhealthy.  Design a menu Fruit tasting and writing.  Write about your favourite fruit.	Writing invitations to a party.  Writing questions to their favourite character.  Draw and label a picture describing what their favourite character looked like.  Creating their own story map.  Sequencing the story.	Using a range of phoneme cards – write the words for the objects in the sand.  Write a description of what you see if the picture.  Fishing – what letter sound / word did you catch?  Under the sea bingo – match the word to the picture.

	Discuss how they might be feeling.  Anticipate what might happen next.  Sequence the story.	helped someone. Identify different characters in books who help others. What did they do? Why did they help?	found at the pig's house.  Discuss what you would use to build a house and why. Draw a picture of your very own house, label if able.	Sequence the stories.  Create your own story map.	Writing a shopping list for the party.  Role play part of the story using puppets.	Explore recycling and how we can help our planet.  Write a letter to Mrs Chappelow asking for recycling bags.
Mathematics	How many different types of fish can you catch using the net in the water tray?  Sing and role play mathematical songs E.g. 1, 2, 3, 4, 5 once I caught a fish alive  Problem solving – 5 Elephants were playing in the mud, one went home. How many are left? Identify one more, one less than.	How many different people can you think of who help us?  Put out the water tray fires. How many did you spray? What number did you spray?  Using the role play area, solve problems. Record how many ambulances / police cars etc. are needed today?	How may bricks, straw or sticks will you need to build a house?  Problem solving using the tuff tray and pig puppets. If two pigs' homes were blown down, how many pigs would be left? Construction – how tall / small is your house, use mathematical language. Positional language – Describe where the wolf is to the house – inside, outside, under, beside, next to, on top, behind, in front.	Measuring, weight and capacity using fruit.  Size – small, medium, large.  3D shapes using fruit and vegetables.  Halving and doubling – creating a fruit salad.  Practical sharing problems using a fruit stand role play.	Observing door numbers. (Walk along the houses by the school).  Plan a party and work out problems such as; "how many buns will we need if 4 people are coming and they want 2 buns each.  Weigh a parcel and write a label identifying how much it will cost to send.  Wrapping parcels – what shape is it, how much paper will you need?	Roll the dice and select the correct amount of crabs, fish etc.  Can you group the fish based on their patterns?  Go fishing – What fish number did you catch?  Fish bowel counting – how many fish can you see in bowl?  Place the peg on the number that shows the correct amount of fish, sharks etc.

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Park the cars in	Create a	Sinking and
the correct car	caterpillar number	floating.
park space by matching the numbers.	line.	Add / take away tentacles from the Jellyfish.
		Pirate theme.

Activity Ideas PSED	How did Elmer feel throughout the story?  How did Rainbow fish feel throughout the story?  Why did their feelings change at the end of the story?  Create your own fish – how do you feel?  Discuss similarities and differences.  Discuss our families and create a family picture.	Why do people help us? Discuss and draw pictures of someone who has helped you. E.g. Doctor, family, teachers, nurse etc. Discuss why it is important that there are people who we can call for help. Discuss when someone might need help and who they would need help from.	How did the three little pigs feel when their homes were knocked down?  How did the wolf feel throughout the story?  Discuss the moral of each traditional tale and how the main characters may have felt.  Role play different feelings.	Discuss the moral of the story.  How did baby bear feel?  Should you take or use anyone else's things without asking?  Discuss other possible ending to the story.	Remind the children about road safety. How do you keep safe when you are out on your bike or scooter? Goldilocks writes a letter of apology. When have you had to apologise? When has someone apologised to you? Discuss different birthday traditions in the children's families.	How do you think sea creatures feel about pollution?  What can we do to prevent pollution in the sea?  If you were a sea creature, what would you be and why?  Discuss stories with sea creatures in and the main characters feelings.  Explore each others experiences of the sea or swimming pools. What did you like / dislike?

Activity Ideas	Create a picture	Using junk model	Create your own	Create your own	Create a post box	Create an egg
EAD	of your family	make the vehicle	straw, brick, stick	spoon puppet of	Wrap parcels	under the sea
	using a variety	of a person who	house.	Goldilocks or the	Create your own	box
	of resources.	may help us.		three bears.	stamp / letters.	
			Construct your		Paint a story map	Make a jelly fish
	Looking in	Paint a picture of	home outside using	Role play – create	Create your own	using different
	mirrors, can you	someone who	a variety of	the scene of the	village.	materials.
	identify things	has helped you.	materials.	story.	Decorate an	
	that are similar				envelope for your	Create sea
	or different	Create your own	Role play the story	Create your own	letter.	creates using
	about you and	police badge.	using masks or	hungry caterpillar	Create stick	salt dough and
	your friend?		create your own	using a range of	puppets of	paint them.
		Create a role	mask.	resources.	characters.	
	What do you like	play area.			Make Jelly for the	Make
	to play with		Explore playdough	Make your own	party.	playdough.
	indoor and	Make your own	– make the	porridge – how do		Water bottle sea
	outdoor?	helmet.	characters.	you like it?		
						Sock puppet
	Create a picture	Explore the water	Make a story map.	Bracelet		pirate.
	of yourself.	tray – putting out	, .	caterpillar.		
		the 'fires'.		·		
	Make a mirror /			Masks of each		
	passport or an	Create an				
	interest bag.	instrument to		Books		
		make the sound				
		or your own				
		vehicle to help				
		others.				