

Communication, Language and Literacy

- Using talk to organise ideas and recall the activities they have enjoyed in class.
- Gaining confidence in talking to adults and other children during their play as well as in front of the class.
- Responding to two-part instructions.
- Listening to and following stories. Recalling key elements of the story.

Physical Development

- Exploring the outdoor play equipment: climbing, traversing, balancing and negotiating space.
- PE sessions: throwing, catching, rolling and aiming.
- Fiddly Finger activities: lacing, linking, clicking shapes together, drawing and colouring pictures linked to 'heroes and heroines'
- Using tools and equipment like brushes and scissors with increasing accuracy.



Personal, Social and Emotional Development

- Taking account of what others say and initiating conversations.
- Gaining confidence in asking questions in the classroom.
- Talking about themselves, their abilities and their needs.
- Gaining confidence in negotiating activities, boundaries in the classroom.

Literacy

- Phonics: Continuing to learn our single letter sounds, both reading and writing them. Blending the sounds we've learnt together to make words.
- Texts: Superkid, Supertato, Superworm, Super duck, Farmer Duck, A Farmer's Life for me, Zog and the Flying Doctors, Going to the Doctors.
- Reading: listening to and discussing story themes, linking to other stories; relating reading to own experiences of farmers, doctors and hospitals.
- Writing: Practising new vocabulary; rehearsing simple story sentences and factual sentences about being a farmer or a nurse.

Parent Overview Autumn 1 – 2020 Reception Heroes and Heroines



Key Texts

Superkid,
A Farmer's Life,
Zog and the Flying Doctors,
Going to the Doctors.



Maths



- Number - number bonds to 5, one more, one less, introducing part/part/ whole models, adding two sets and exploring numbers.
- Geometry - shape. Recognising, naming and sorting 2D and 3D shapes and using them to make patterns and pictures.
- Measurement - Compare, describe and solve practical problems for lengths & heights.

Expressive Arts and Design

- Designing a superhero outfit.
- Drawing and painting portraits
- Using drawing and painting to share their ideas about heroes and heroines.
- Creating a collage of a face.
- Designing and making a scarecrow for a farmer.
- Role playing doctors, nurses and patients.
- Singing songs and learning a harvest song.
- Exploring musical instruments and the sounds they make.



Area Enhancements

- Autumn changes/Harvest
- Small World Farm
- Conker Counting
- Hospital Role Play



RE

- Exploring who is special to us - families and friends, including role models.
- Discussing Jesus & the 'Miracle' story and Moses & the Ten Commandments.

Understanding the World

- Identifying everyday materials and exploring the physical properties of those materials.
- Carrying out simple tests on the materials.
- Using basic geographical vocabulary to describe the journey of their superhero.
- Understanding the role of the medical profession and hearing about some people from the past Mary Seacole, Florence Nightingale & Edith Cavell.
- Comparing hospitals from the past with modern hospitals.