

Prime Area

Personal, Social and Emotional Development

- Appreciating our mums
- Appreciating why we are special
- Listening carefully and concentrating on a given task

Prime Area

Physical Development

- Using the small and large apparatus
- Travelling around, under, over and through
- Using balancing and climbing equipment
- Accessing fine motor activities
- Forming letters correctly

Topic Planning Sheet

Class: Reception

Term: Spring 2nd half-term



Prime Area

Communication and Language

- Hearing and repeating rhythms
- Magical Me boxes
- Class assemblies
- Concentrating on activities and working independently
- Plan it, do it, review it!
- Working as a team!
- Describing past events, people and objects

Specific Area

Understanding the World

- Finding out about dinosaurs
- Recognising how our world has changed
- Investigating places, objects and materials using all our senses
- Design and make props for the role play area
- Learning about the Easter story
- Participating in seasonal celebrations
- Herbivores/Carnivores
- Investigating our own questions

Jurassic

Journey

Specific Area

Mathematics

- Applying mathematical language of addition and subtraction to 'more and less'
- Beginning to record simple number sentences
- Continuing to work securely with numbers 1 to 20 and above
- Problem solving and recording
- Investigating Time-sequencing the day
- 2D/3D shapes
- Addition and subtraction
- Length and height

Specific Area

Expressive Arts and Design

- Using a variety of tools to make models
- Imaginative play in class role play areas
- Looking at pattern, shape and colour in art
- Learning topic-related songs
- Acting out stories
- Making a repeated pattern using instruments
- Observation drawing

Specific Area

Literacy

- Continue to read and spell 'tricky and high frequency words'
- Hear and say sounds in words, blending them together
- Use phonic knowledge to write words, labels and simple sentences independently
- Using different types of text to learn about the past
- Continuing a story and predicting what might happen next.
- Using 'Tell a story bag' to write a story.