

## COMMUNICATION & LANGUAGE

- Regular circle time and discussion opportunities.
- Encourage children to role-play co-operatively and take turns, responding to others appropriately. Focusing upon using narrative during role play to initiate, engage and maintain play.
- Regular story times. Continue to collect the class' favourite books to re-read regularly. Discuss likes and dislikes and encourage the children to give reasons for their choices.

## LITERACY

- Read Write Inc. to each child's ability
- Reading scheme books and library books to be changed weekly
- Weekly guided writing sessions including retelling stories, poetry, non-fiction writing and descriptive writing.
- Encourage independent writing for different reasons e.g. lists, labels, captions for models etc.
- Books: Hooray for Fish, Tickly Octopus, The Rainbow Fish, Fidgety Fish, The Fish Who Could Wish.

## UNDERSTANDING THE WORLD

- Daily access to a range of computer programs, games and activities on the classroom computer, iPad and IWB.
- Controlling and programming floor robots.
- Observing real fish. Discussing findings and differences/similarities.
- Observe animals and plants in the garden during outdoor play and garden preparation activities. Discuss differences and changes.

## GREENFIELDS COMMUNITY PRIMARY SCHOOL



Reception ~ Summer 2

## THEMATIC CURRICULUM OVERVIEW

### Sea Creatures and Pirates

## EXPRESSIVE ARTS & DESIGN

- Lycra and parachute games.
- Singing a selection of summer themed songs.
- Weekly movement and Yoga sessions.
- Dough Disco sessions to encourage handwriting and fine/gross motor skills.
- Construction with a purpose using a wide variety of materials and construction toys related to Sea Creatures and Pirates.
- Role Play: Under the sea and Pirate themed Role Play

## PERSONAL, SOCIAL & EMOTIONAL DEVELOPMENT

- Confidently speak to others about a range of subjects
- Encourage children to initiate conversations and listen to what others' have to say
- Explain own knowledge and ask appropriate questions
- Be confident in trying new activities relating to topic
- Choose relevant resources for chosen activities, saying when they do or don't need help
- Working together and negotiating to solve problems

## PHYSICAL DEVELOPMENT

- Using simple tools to develop fine motor skills e.g. rolling pins, cutters, tweezers, scissors, chopsticks
- Practice team and relay games in readiness for Sports Day.
- Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health.
- Manage clothing and fasteners when undressing and dressing for Role play/PE/toilet
- Using outdoor equipment to climb, slide, pedal, push and pull

## MATHEMATICS

- Time: Days of the week and reading o'clock/half past times.
- Recognising and ordering numerals to 20.
- Introducing the concepts of standard measures for length and height.
- Doubling and halving numbers.
- Solving problems involving capacity, standard measures, money and doubling/halving.
- Estimating objects and measures.