

# Reception Planning – Spring 2

## Expressive Arts and Design



Drawings, paintings and collage of uniforms.

Making 3d props for the role play area.

Making uniform puppets for creative and imaginary play.

Eater crafts – bonnets, cards, garden, crosses

Exploring colour, shape and pattern of Japanese soldier uniforms of the past.

Colour mixing

Patterns and symmetry

## PSFD



Working together in a range of situations i.e. the role play area.

Responding appropriately to visits from people in the wider community.

Taking into account the ideas of others

RE 

## Communication and Language/ Literacy



Familiar setting stories about people who help us.

Writing and retelling a story using days of the week

Mark making in role in the fire station/health centre and vets.

Instructions for daily routines.

Making fire safety posters.

Asking questions to a Firefighter and Nurse.

Visits/Visitors: 

Regular visits to Church for services.

Visit to the Fire Station

*I'm in trouble! Who will help?*

## Expressive Arts: Music



Moving Patterns Activities – chant and sing call and response patterns and join in with an African passing game using a strong beat. Using body sounds to create percussion. Use vocal effects in and echo chant.

## Understanding the World



Large scale joining and construction of a fire engine.

Dress the workers in the correct uniform. – ICT

Making chocolate crispy nests

Talking about the changes and patterns observed in making an Easter garden.

Fire safety and a visit to the fire station.

Exploration of colour, shape and transparency on the light box.

Choosing the best material for Fireman Sam's gloves.

Features of pets and animal lifecycles.

Exploring X-Rays.

## Role Play Area:

Fire Station/Engine

Bakery

Vets

## Assessment:

Handwriting formation

Assessment against Development

Matters/ELG's

Problem solving

## Mathematics



Calculating and problem solving through play

Using mathematical languages as they construct large scale models(shapes)

To recite number names to 20 and beyond.

Recognise numbers to 20 and beyond

Compare 2 numbers and say which lies between.

Relate addition to combining 2 or 3 groups. Relate addition to counting on.

Time: o clock.

Days of the week in order.

## Physical Development



Fundamentals/Lets Move Dance and Gym skills.

Control of small apparatus – bats, balls, quoits, ropes etc.

Tough spot fine motor activities

## Outdoors



Large toys and climbing frame/equipment

Outdoor wet weather/windy weather boxes

Wheeled toys. Large scale Creative Activities and mark making,