

# Reception Planning – Sum 1

## 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.
- 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: 

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 nature
- 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,