RECEPTION - AUTUMN 2

Reading focus: This term we will be exploring lots of fiction and non fiction texts that link to our topics. We will also continue to explore rhymes and songs that will support our learning. I have added some recommended reads to our knowledge organiser.

Seeking to nurture...

SelF-belief CourAge ResIlience AmbiTion Harmony

Learning to Learn!

We will develop our abilities to:

Playing and Exploring

Investigate

Experience things

'Have a go'

Active Learning

Concentrate

Cortcortorate

Keep trying Enjoy achieving

Creating and Thinking
Critically

Have our own ideas

Make links

Develop strategies

English...

We will recap all taught Set 1 sounds and build up speed in reading them.

We will work on forming letters correctly.

We will continue to learn to blend sounds into words and begin to read and spell simple words.

We will count syllables in words and explore rhythm and rhyme.

Maths...

We will sort, subitise, represent and compare numbers to 5, and explore the composition of these numbers.

We will learn about 2D shapes and their properties.

We will use positional language accurately.

We will learn the one more/less than rule between consecutive numbers.

Communication and Language...

We will learn to listen and respond to others in a range of different situations.

Personal, Social and Emotional Development...

We will talk about ourselves, our thoughts, experiences, and feelings and respect those of others. We will continue to develop our independence as well as our friendships.

Physical Development...

We will be making sequences of movement with our bodies in gymnastics.

Understanding the World...

We will explore the changing seasons and learn more about the community that we live in.

Expressive Arts and Design...

We will explore materials and learn how to use tools effectively. We will study artwork.

Music...

We will learn songs and make actions to accompany them. We will learn to find the pulse.

RE...

We will learn about special people and celebrations.