

Expressive Arts and Design

Explore, use and refine a variety of artistic effects to express their ideas and feelings. Paintings and collages of Traditional Tale characters and settings. Pantomime scenes. Junk modelling. Design a shoe for the Shoemaker's shop.

Introduce a storyline or narrative into their pretend play. Role Play and Small World areas.

Listen attentively, move to and talk about music, expressing their feelings and responses, sing in a group and explore and engage in music making. Weekly music lessons, listening to music from around the world, singing rhymes, copy and clapping.

Maths

Compare length, weight and capacity: Jack and the beanstalk, comparing the Shoemaker's shoes.

Can describe their relative position such as "behind" or "next to". Describing Little Red Riding Hood's walk through the woods

Beginning to use everyday language related to time. What time did Cinderella have to be at the ball? What time did they Shoemaker go to bed and what time did the Elves arrives? O'clock times and moving on to half past times.

Ordinal number. e.g 1st, 2nd, 3rd: Chinese New Year ordering the animals in the race. Car races.

Months of the year/ Days of the week/ Seasons

Understanding of the World

Explore the natural world around them forest school lessons, outdoor play.

Recognise that people have different beliefs and celebrate special times in different ways. Weekly PSHE sessions, talk about New Year and Christmas celebrations. Weekly RE lessons stories from other religions.

Compare and contrast characters from stories, including figures from the past: sharing stories, Traditional tales, drawing out common themes from stories and looking at the characters in the stories.

Traditional Tales

Reception Spring 2022

Communication and Language

Use language to imagine and recreate roles and experiences in play situations. Act out traditional tales in the role play area, using puppets and role play in drama activities. Make up endings for stories or own stories based on traditional characters.

Articulate their ideas & thoughts in well-formed sentences. Be able to say which character they like, what their favourite part of the story is, explain what they think will happen next in a story, create own stories/endings.

Listen to and talk about stories to build familiarity and understanding. Talk about the beginning, middle and end of the story; say how they feel about a character; explain what happens next; retell stories with puppets/pictures/masks.

Learn new vocabulary and use it throughout the day. Talk about new words in the stories read and use them throughout the day in different contexts e.g. delighted: "I am delighted you are here today!"

Literacy

Begins to read words and simple sentences. Enjoys sharing their reading book, reading words and captions in daily phonics sessions.

Enjoys an increasing range of books. Enjoy sharing a range of traditional tales, class story books and non-fiction books.

Spell words by identifying the sounds and then writing the sound with letters. Write for a purpose using phonic knowledge such as writing about their favourite character, making a wanted poster to catch the bad wolf, making labels for the shoemaker's toyshop.

Form lower-case and capital letters correctly: weekly handwriting lessons

Physical Development

Develop confidence, competence, precision and accuracy with a ball - controlling a ball with our feet.

Develop their small motor skills so they can use a range of tools competently- daily busy fingers, cutting skills and writing activities

Know and talk about the different factors that support their overall health and well-being- Snack time, PE sessions, discussing getting a good night's sleep and linking it to the Shoemaker being asleep when the elves come.

Personal, Social and Emotional

Express their feelings and consider the feelings of others. Learn to listen and talk to each other in circle times and with their talk partner.

Shows resilience and perseverance in the face of challenge: develop problem-solving skills by talking through how they resolved a problem, link to characters in stories.

See themselves as a valuable individual-Share their work with others at the end of sessions and say what they have done and are good at. Phase assemblies.

