

Communication and Language

Developing language choices to express ourselves

Listening to what others say and thinking how to respond appropriately

Answering 'how' and 'why' questions

Following instructions

Developing confidence to speak in a familiar group and talk about ideas

Maths

Counting reliably with numbers from one to 20

Ordering numbers and say which number is one more or one less

Adding and subtracting two single-digit numbers

Solving problems, including doubling, halving and sharing

Using everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.

Literacy

Revising and consolidating Phase 3 sounds and tricky words

Learning Phase 4 tricky words

Blending sounds together to read words and sentences

Revising correct letter formation

Writing sentences and short narratives

Reception Summer Term 2021 Animals and Summer Time We will be...

Physical Development

Developing ball skills – passing, rolling, throwing, catching and striking in different ways

Learning to play simple games

Learning basic skipping techniques and negotiating obstacles

Running, jumping, racing

Improving fine motor skills including pencil control

Expressive Arts and Design

Listening and responding to music

Beginning to play tuned instruments such as glockenspiels

Singing songs and performing them

Using design and technology, art, music, dance, role play and stories to represent our own ideas.

Understanding the World

Talking about features of the immediate environment and how environments might vary from one another

Finding out about similarities and differences between ourselves and others, and among families, communities and traditions.

Using a range of technology and apps

Listening to and discussing special stories in RE

Personal, Social and Emotional Development

Learning about keeping healthy and safe

Working together as a team

Talking about feelings and how to manage them

Learning about relationships and changes