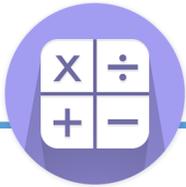




Let your light shine!



Maths

- Sharing and grouping
- Odd and even
- Doubling
- Patterns and position
- Building and mapping
- Patterns and relationships

Understanding the World

- Sea animals - similarities/differences
- Maps/symbols
- Comparing places/seaside
- Pollution - looking after the world
- Exploring maps, map making



Expressive Arts and Design

- Observational painting
- Clay sea creatures
- Under the sea crafts
- Building pirate ships
- Exploring rhythm /movement to sea sounds
- Moving like sea creatures
- Painting to music



Reception Term 6 on a page

Characteristics of Effective Teaching and Learning

- Playing and Exploring: investigate, experience things and 'have a go'.
- Active Learning: concentrate, keep on trying and enjoy achievements.
- Creating and Thinking Critically: develop ideas, make links and solve problems.



Communication and Language

- Listen, respond , retell and sequence stories
- Join in with stories - repeated refrains
- Describe characters/settings
- Indoor/Outdoor role play
- Storytelling den



Physical Development

- Sun safety - how to look after ourselves
- Treasure Maps - obstacle courses
- Using tools safely: mask making, paper finger puppets, clay sea creatures etc.
- Get Set 4 PE: Athletics/Games



Personal, Social and Emotional Development

- Jigsaw - Changing Me
- 5 Ways to Well-being
- Resolving conflict, self-regulation



Literacy

- Commotion in the Ocean
- Rainbow Fish /Sneakers the Seaside Cat
- Someone Swallowed Stanley
- The Snail and the Whale
- We're Going on a Treasure Hunt
- Retelling stories/making up stories
- Story maps, sensory story trays
- Writing fact books, letters, stories
- Level 4 Phonics



RE

- Our Special Places
- Special Places to Christians
- Special Places in other faiths
- Our Beautiful World - Noah's Ark



Important Notes

PE Day : Tuesday

Termly Value: Courage

Homework: weekly overview with suggested activities based on what has been learned that week. Set on a Friday, due back the following Thursday.

