

## Literacy

Hear and say initial sounds.  
Link graphemes to phonemes.  
Write own name.

Key text	Reading development	Writing development
Aliens love underpants Aliens love underpants save the world	Enjoy an increasing range of books. Make a set of rhyming words. Listen attentively to stories.	Continue a rhyming string. Comment and explain mark marking. Count words in sentences. Use correct letter shapes in writing.
Whatever Next!	Listen attentively to stories.	Read and write Phase 2 HFW and tricky words.

**Recognise, read and write all Phase 2 GPCs, as well as tricky words.**

## Understanding the World

Talk about the features of their own immediate environment and how environments might vary from one another.

Learn how people celebrate traditions differently Diwali, Christmas.

Operate toys to produce a desired effect – coding.

Use a simple computer programme – coding.

## Maths

Count and recreate patterns. Show an interest in number problems.

Show an interest in representing numbers. Count beyond 10.

Select the correct numeral to represent a group of objects.

Find one more. Find one less.

Use the correct names for 3D shapes. Identify a shape from its name.

Use prepositions to describe where something is.

**Counting 1-20, adding and subtracting 1-digit numbers**

## Expressive arts and design

Use various construction materials.

Engage in imaginative role play.

Use a variety of materials to create different effects.

Move in response to music.

Use a variety of tools to create effects.

## Personal Social and Emotional Development

Learning to resolve problems and how actions can affect others.

Initiate conversations

Explain what they know and what they understand.

Start to ask questions.

Try new activities.

Talk about interests and ideas.

## Reception – Autumn 2

To infinity and beyond!

Mrs Slater



## Communication and language

Join in with stories and rhymes.

Respond to how and why questions.

Maintain attention and concentration.

Begin to follow two-part instructions.

Use language to imagine and recreate roles and experiences in play situations.

## Physical development

Use one-handed tools and equipment.

Copy some letters.

Draw lines and circles using gross motor movements.

Begin to use equipment safely and manage own risks.

Climb, balance, travel around large objects.

## Super start:

Postcard from the moon

## Fantastic finish:

Moon rocks and moon cakes

## Spirituality

Learn about the festival of light.

Look at how people use light to reflect.

## British values

Respect and tolerance.