



Reception: Jupiter Class

How have animals and plants changed to adapt to their environments?

C.C.C. focus

Communication and Language **Listening and Attention** **Understanding**

Speaking

Ask and answer questions about the plants and animals they learn about and the environments they are from.

Develop own ideas and explanations by connecting ideas or events.

Express their own ideas effectively and demonstrate understanding of newly learned vocabulary by using words in context.

Literacy – Reading and Writing

Daily phonics session:

Consolidate Phase 2 of Letters and Sounds and start Phase 3
Practise pre-cursive letter formation

Write sentences which can be read by themselves and others.

Write some irregular common words.

Mathematics

Count and order numbers from 1-20.

Using everyday play objects, applies a range of strategies to add and subtract quantities such as counting in and counting back.

Find 1 more, 1 less than a given number

Solve problems including doubling, halving and sharing.

Shape, Space and Measure
Number

Personal, Social and Emotional Development

Continue to develop confidence to speak in front of a small group or whole class.

Focus on listening to other people's ideas and opinions.

Understanding the World

Make observations of animals and plants and explain why some things occur and talk about changes.

Talk about features of their immediate environment and how environments may vary from one to another.

Technology

Use programmable toys

Physical Development **Moving and Handling**

Health & Self-Care.

Demonstrate coordination and control in both fine and gross motor skills.

Manage a range of equipment and tools appropriately and confidently.
Show some knowledge and understanding of how to keep healthy such as physical exercise and a balanced diet.

Expressive Arts and Design

Try out tools and techniques
Explore and experiment with colour. Design, texture and form.

Being Imaginative

Music

Continue to build repertoire of songs.

Explore percussion instruments.