

### Physical Development

- Develop own personal independence skills
- Funky Fingers, Dough Gym to develop finger, hand and arm strength
- Activities to develop Gross motor strength and stamina
- Hold/ use mark making tools and other equipment correctly and with control
- Practise writing names; copying letters correctly
- Understand that tools and equipment need to be used and transported safely
- Develop throwing, catching and kicking skills using balls and other small apparatus

### Literacy

- Listen to and talk about stories. Eg. 'Peace at Last', 'Not Now Bernard'. 'The Little Red Hen' and 'The Enormous Turnip'
- Tell and act out stories using story language
- Hear and say initial sounds in words
- Blend and segment sounds they hear in words
- Link sounds to letters, name and sound letters of the alphabet
- Give meaning to marks they draw, write and paint and write for a variety of purposes.
- Write their names

### Communication and Language

- Share ideas with confidence and listen to others with interest
- Follow instructions and directions
- Begin to understand 'how' and 'why' questions
- Ask questions eg. Who? What? When? How? and give simple explanations



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### Mathematical Development

- Count up to 10, then 20, count back from 10, then 20 to 0
- Count objects accurately and count out from a larger set
- Begin to match numerals to the number of objects in a set
- Say and use numbers in rhymes and stories
- Identify and describe 2d shapes
- Estimate how many objects in a set and check by counting
- Begin to use positional language
- Say on more or less than a given number

### Personal, Social and Emotional Development

- Settling in and making friends
- Understanding rules and boundaries
- Develop turn taking and sharing skills
- Developing independence in the learning environment
- Develop perseverance and collaborative skills

### Understanding of the World

- Comment and ask questions about the Natural World and where they live
- Develop an understanding of growth, decay and change over time
- Welly Walks
- Develop IT skills using simple computer programmes and age appropriate software
- Talk about Special People and Special Places
- Celebrations- Harvest, Diwali, Christmas

### Expressive Art and Design

- Build up a widening variety of songs and dances
- Role play and imaginative play with an alien theme and other themes of interest.
- Explore sounds made by various instruments
- Construct using various materials with a purpose in mind
- Select appropriate resources and make changes as