The Palmer Academy Reception Topic Overview

Prime Areas: Personal, Social, Emotional Development, Communication and Language, Physical Development

Specific Areas: Understanding the World, Maths, Literacy and Expressive Art and Design

Communication and Language Listening and Attention, Speaking, Understanding	**Physical Development** Moving and Handling, Health and Self Care	**Personal, Social & Emotional Development** Making Relationships, Self-confidence and Self-awareness
*saying what will happen next in stories *Being able to follow stories without pictures *Using new language and story language in role play. *Using a narrative in my play	*Playing team games *Completing an obstacle course *Balancing *Negotiating space so they are not colliding with objects/ people.	*solving problems with friends rather than always seeking adult help. *Describing themselves in positive ways. *Being able to say what is the same and different between themselves and others.
Key Stories	 Term 3 Once Upon a Time	**Literacy** Reading and Writing
3 Little Pigs Goldilocks and the 3 Bears The Gingerbread Man The Little Red Hen Jack and the Beanstalk		Reading – *Using sounds to read simple words and sentences *Retelling stories using puppets and pictures *Using language from stories e.g. once upon a time, I'll huff and I'll puff Writing- *Using sounds to write simple words and sentences *using language from stories in their writing *Ordering stories
Mathematics Number and Shape, Space and Measure	**Understanding the World** People and Communities, The World, Technology	**Expressive Arts and Design** Exploring Materials and Media, Being Imaginative
Number- *Adding and take away *Counting on from a number *Ordering numbers *Recognising numbers *Estimating how many *saying one more/ less Shape, space and measure – *Naming and describing 2D and 3D shapes *Ordering objects by weight, length or capacity *Using everyday language related to time and money	*Similarities and differences in people, objects and materials *Using appropriate ICT equipment *talking about family customs and routines	*Junk Modelling – using the right shape for the model *Using different methods to join materials together *Using colours for a purpose *Explaining why they have used something *Changing songs *Exploring how sounds can be changed.