



### LITERACY AND PHONICS

#### Reading & Phonics

To be able to continue a rhyming string

To enjoy an increasing range of books.

To be able to segment and blend sounds in simple words.

#### Writing

To be able to represent some sounds correctly when writing.

To write own name and other things such as labels and captions

### PHYSICAL DEVELOPMENT

To travel with confidence and skill around, under, over and through balancing equipment.

To be able to handle tools, objects construction and malleable materials safely and with increasing control.

To use a pencil and holds it effectively to form recognisable letters most of which are correctly formed.

# Reception Term 2

Through these topics the children will become confident independent learners. They will apply their phonics and begin to read and write independently. They will learn about decision making and consequences. They will learn to problem solve and work as a team. They will recognise and compare transport from the past and present. They will explore and experiment different materials and make various models, following their own designs.

#### WOW:

Super Hero Dressing Up Day



### MATHEMATICS

#### Number

To begin to use the vocabulary related to adding and subtracting.

To begin to solve simple mathematical problems.

#### Shape

To be able to use everyday language related to money.

To be able to use everyday language for time.

### UNDERSTANDING THE WORLD

To enjoy joining in with family customs and routines.

To talk about the past and present.

To recognise a range of technology and use it for a purpose.

To know that information can be retrieved from computers.

# Superheroes & Villians Transport

### PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

To understand that their own actions affect other people

To begin to be able to negotiate and solve problems without aggression



### EXPRESSIVE ARTS AND DESIGN

To manipulate materials to achieve a planned effect.

To select tools and techniques to shape, assemble and join materials they are using.

