

Reception Medium Term Plan—Summer 2—Once Upon a Story

Tuesday 7th June 2021—Tuesday 20th July 2021

Week 1—Shhh!— w/c 7th June		Continuous Provision	Forest	PSHE
Literacy <ul style="list-style-type: none"> • PD Day • Giant door—What's behind the door? (painting and predicting with labels) I think is is..../It is.....) • Read the story—discuss language (Vocab lesson) • Re-read story—Story maps • Lift the flap story—in groups to create a class version of the book! 	Maths <ul style="list-style-type: none"> • PD Day • Doubling—outdoors (hide Numicon and find its pair, say the double) double 5 is..... • Doubling ART—paint spots, fold and double. Predict what the double will be. • Sharing— What if the Giant shared his food? Children to use picnic food to support sharing. 	Maths: Dominoes—to play (can you find any doubles?) Literacy: Large drawing of a giant (children add labels to describe him) Sand/Water: coins/gems/treasure (how much/many?) Construction: Can you build a castle/building with peep holes/doors/windows ICT: Use you paint or similar—Can you create/re-create the giant'd castle? Small World: castle small world to—retell the story (picture prompts) Art/D.T: Can you make your own lift the flap picture Zig Zag book? Role Play: Story Cottage Understanding of the World: Large pots/spoons/ladles etc and various materials— can you make the giant some supper? (picture prompts for foods) Fine Motor: Doubling castles—using pom poms and tweezers Physical: balance on the beams to make your way to the castle Curiosity Cube: paper door with different small world people/objects behind	Shhh! Be quiet. What do you hear- <small>Compare to What you might hear in the castle!</small>	Keeping safe/ Healthy Lifestyles
Literacy <ul style="list-style-type: none"> • Re visit the story map—What is a character? which characters are in the story? Draw & label? • 3 new characters for the story— what/ who would they be? • Where could the characters be in the castle? (vocab lesson using non-fiction books to enhance knowledge) • Story map for own castle adventure • Writing up castle adventure (differentiated due to ability) 	Maths <ul style="list-style-type: none"> • Sharing/grouping- funky fingers (whole Class) • Even & odd—pairwise patterns on 10s frames • Even & odd—Digger deeper—find half! Children draw pictures to represent their findings. • Even & odd—Digger deeper Problem solving (What is the largest odd number you could build with x cubes) 	Maths: Picnic maths— can you match the food to the number on the plate & then share with 2 friends? What do you notice? (odd/even numbers?) Literacy: Can you create your own lift the flap book? What other lift the flap books do you know? (Have lift the flap books) Sand/Water: How to build a Sandcastle poem & resources Construction: Can you build a bed big enough for a giant to sleep in? ICT: IPADS—castle research Small World: Fairytale kingdom Art/D.T: chalk castles—black paper chalk & coloured paper to enhance Role Play: Story cottage Understanding of the World: bridges / draw bridges lots of photos—can you make one? Fine Motor: stacking plastic cups—how many can you stack up before the timer runs out? Physical: Can you make a bridge/drawbridge? Curiosity Cube: a large bowl (so you cant see what's inside) What might be in the bowl?	Music in the forest - last we listened, this week what sounds can we make?	Keeping safe/ Healthy Lifestyles
Literacy <ul style="list-style-type: none"> • Hunt for animals from the story • Story and story map • What did mouse see on his journey? (vocab lesson) • Paper bag Gruffalo • Describing the Gruffalo 	Maths <ul style="list-style-type: none"> • Spatial Reasoning—In the forest (describe what you can see, then move, what do you notice?) (W Class) • Spatial Reasoning—Provide children with a set of items the same as teachers. Can they re-create/then with just verbal cues. • Spatial Reasoning—using photos already taken from Monday or take new ones, can children identify where the photographer was standing? Where would they stand to take a photo? • Spatial Reasoning—How many cubes activity. (Does using the same colour cubes make this activity harder/easier?) 	Maths: Subtraction—large Gruffalo with 10 purple prickles (pom poms), pick a card, how many did he lose? Record as sums Literacy: which animals are in the story? Can you draw & label them on large sheets? Order? Sand/Water: animals—which animals live in water? Construction: Can you design & make a home for the Gruffalo? How big will it need to be? ICT: Can you use a drawing program to design your own monster? Small World: Gruffalo small world Art/D.T.: clay—can you make a Gruffalo or character from the story? Role Play: story cottage Understanding of the World: Trees—different types of trees, photos/ books/ pine cones, pine needles, leaves etc Matching leaves to trees (identification) Fine Motor: can you make a paperchain snake? Cut & stick & join Physical: Can you get across the garden without touching the floor? Curiosity Cube: different leaves/acorns/pinecones/pine needles etc	Can we design & make a home for.....?	Keeping safe/ Healthy Lifestyles
Literacy <ul style="list-style-type: none"> • Recall favourite part of the story • Innovating—New animal and new food • Non-fiction books—animals what can we find out about your chosen animals? (vocab lesson) • Animal fact file & share with the group. • Moral Day 	Maths <ul style="list-style-type: none"> • Deepening Understanding— The forest/garden is Gruffalo invested, how can we rescue the mouse without putting our feet on the ground? (whole Class) • Deepening Understanding (Tues—New Reception Transition) • Deepening Understanding (Thurs—New Reception Transition) • Moral Day 	Maths: Pick a number, how many animals do you need? How many legs will there be? (predict & check) Literacy: Make your own fact files Sand/Water: blocks—how many blocks will it take to make it to the other side? Construction: Can you re-create a model / can you make a model for your friend to copy? ICT: IPADS—Research animal facts— what can we find out? Small World: mini-beasts Art/D.T.: paper plate Gruffalo Role Play: story cottage Understanding of the World: Non-fiction books about animals & paper Fine Motor: can you give the Gruffalo x number of purple prickles (pegs) Physical: Can you make an obstacle course to slow the Gruffalo down? Curiosity Cube: Pile of leaves with different colour clues hidden –purple, orange, black	Mud faces—can you make the Gruffalo?	Keeping safe/ Healthy Lifestyles

Forest
Shhh! Be quiet.
What do you hear-
Compare to What you might hear in the castle!

RE
How we can help someone when they need it?

PE
Real PE—Unit 6

PSHE
Keeping safe/ Healthy Lifestyles

Music
Charanga—Reflect, Replay & Rewind

Poem of the Week
My Castle
by Jean Kenward

Forest
Music in the forest - last we listened, this week what sounds can we make?

RE
How we can help someone when they need it?

PE
Real PE—Unit 6

PSHE
Keeping safe/ Healthy Lifestyles

Music
Charanga—Reflect, Replay & Rewind

Poem of the Week
How to build a Sandcastle
By Brandi Peterson

Forest
Can we design & make a home for.....?

RE
How we can help someone when they need it?

PE
Real PE—Unit 6

PSHE
Keeping safe/ Healthy Lifestyles

Music
Charanga—Reflect, Replay & Rewind

Poem of the Week
Gruffalo Song

Forest
Mud faces—can you make the Gruffalo?

RE
How we can help someone when they need it?

PE
Real PE—Unit 6

PSHE
Keeping safe/ Healthy Lifestyles

Music
Charanga—Reflect, Replay & Rewind

Poem of the Week
A walk in the woods

Reception Medium Term Plan—Summer 2—Once Upon a Story

Tuesday 7th June 2021—Tuesday 20th July 2021

Week 5—Gingerbread Man— w/c 5th July		Continuous Provision		Forest	PSHE
Literacy <ul style="list-style-type: none"> Listen to rhyme/song & make a GBM Story maps Where does the GBM go? (Geographical vocab lesson) ARTIST DAY— BANKSY Retell the story in groups— using word cards/sentences you have written to read/ hold up! 	Maths <ul style="list-style-type: none"> Patterns & relationships—Building ABBC patterns— can we go around the circle? (whole class) Patterns & relationships ARTIST DAY—BANKSY Patterns & relationships—Prob solving with construction blocks. How many different ways can you make the bridge for the GBM (large block) using different blocks? E.G 2 cuboids or 4 cylinders etc 	Maths: Using the different Gingerbread Men can you make a repeating pattern? Can you draw some too? Literacy: story map paper/ Gingerbread Man book / can you retell the story? Sand/Water: free choice Construction: Making a bridge for the GBM ICT: Can you draw your own GBM? Small World: Gingerbread Man story puppets—retell the story Art/D.T.: make your own mosaic gingerbread Man Role Play: Story cottage Understanding of the World: Making salt -dough - water/flour/salt Fine Motor: - decorate a gingerbread man—using stickers/shiny materials etc Physical: Can you re-create the GBM's journey? Use anything you can to create it! Curiosity cube: Ingredients to make a gingerbread man—flour, ginger, syrup, cinnamon etc	Forest Can you make a stick GBM?	PSHE Keeping safe/ Healthy Lifestyles	
			RE How we can help someone when they need it?	Music Charanga—Reflect, Replay & Rewind	
			PE Real PE—Unit 6	Poem of the Week 4 Gingerbread Men	
Week 6—Gingerbread Man— w/c 12th July		Continuous Provision		Forest	PSHE
Literacy <ul style="list-style-type: none"> Make and describe the GBM Plan a new ending! Hot seating— S&L lesson about new ending (supporting vocab/sentence structure) MOVE UP DAY Write a new ending 	Maths <ul style="list-style-type: none"> Spatial Reasoning—Large paper outline of classroom with basics added. As a class re-create the classroom. (whole Class) Spatial Reasoning— create a map of your journey to school. Thurs—Move up day Spatial Reasoning—prob solving—How many legs (linked to the story. How many Legs) 	Maths: Repeated addition with GBM (1 GBM –2 arms, add another, 4 arms etc) children record Literacy: Large story map & story map paper for children to create the GBM story (pic prompts) Sand/Water: boats and materials to make boats (do they float/sink?) Construction: Making boats for the GBM to escape in ICT: Drawing maps on IWB Small World: forest scene with chalk for children to add paths and features (hide the GBM) Art/D.T.: Playdough—cutters etc Role Play: Story Cottage Understanding of the World: Atlases and maps out with a hand drawn map of the school (paper for creating their own) Fine Motor: Gingerbread Man maths— adding pom poms to each GBM to solve the answer Physical: Making mazes using large wooden blocks Curiosity Cube: Various textured items—metal, wood, plastic, material etc just filled right up!	Forest How to look after our environment & changes	PSHE Keeping safe/ Healthy Lifestyles	
			RE How we can help someone when they need it?	Music Charanga—Reflect, Replay & Rewind	
			PE Real PE—Unit 6	Poem of the Week Making Gingerbread	
Week 7— End of Term— w/c 19th July		Continuous Provision		Forest	PSHE
Literacy <ul style="list-style-type: none"> Monday 18th - Treat Day Tuesday 19th Movie morning—finish at 1.15pm 	Maths <ul style="list-style-type: none"> Monday 18th - Treat Day Tuesday 19th Movie morning—finish at 1.15pm 	Maths: Literacy: Sand/Water: Construction: ICT: Small World: Art/D.T.: Role Play: Story cottage Understanding of the World: Fine Motor: Physical:	Forest	PSHE	
			RE	Music	
			PE	Poem of the Week	
		Continuous Provision		Forest	PSHE
Literacy <ul style="list-style-type: none"> 	Maths <ul style="list-style-type: none"> 	Maths: Literacy: Sand/Water: Construction: ICT: Small World: Art/D.T.: Role Play: Understanding of the World: Fine Motor: Physical:	Forest	PSHE	
			RE	Music	
			PE	Poem of the Week	