

YEAR GROUP R

Time Allocation: 10 Weeks

Teachers: Mrs King and Miss Smith

DATE: Autumn Term: 1st Half

Language/ Communication

- To maintain attention
- To concentrate and sit quietly
- To follow instructions and directions
- To talk with others, sticking to a main theme and linking statements

Physical Development

- Manages their own toileting needs
- Dresses with help
- Shows understanding of the need for safety when playing outside
- Tries new challenges, and considers and manages some risks
- To sit still appropriately during carpet times
- To draw lines and circles using gross motor anti clockwise movements
- To use scissors to snip
- To catch a large ball

PE on Wednesday afternoons after half term

Personal, Social and Emotional Development

- To get to know each other
- To understand the school / class rules and be aware of boundaries set
- To be aware of own feelings and know that some actions and words can hurt others feelings.
- To adapt our behaviour to different events

Outcomes

Children will become confident in their new setting and will happily participate in school life.



Hook Days / Trips /Workshops/ Visitors

Owl Visit
Harvest Assembly

Literacy

- To hold a book the correct way
- To join in with repeated refrains
- To give meanings to marks
- To hear and say the initial sounds in words
- To know that print carries meaning
- To use vocabulary and forms of speech influenced by books

Maths

- To talk about and explain patterns
- To say number names in order
- To count up to 10 objects
- To count actions and things which cannot be touched
- To estimate a number of objects
- To represent amounts in their own way
- To count a given number from a larger group
- To recognise numerals 1-10

Understanding the World

- To know the features of birds
- To make observations of animals
- To remember and talk about significant events in their own experience
- To explore ICT in the classroom environment
- Use toys with remote controls, buttons and switches

Expressive Arts and Design

- To form simple images
- To add details for effect
- To use voices expressively and creatively
- To manipulate materials to get a desired event