



Communication and Language (CL)

1. **GREAT** – very large in size (or number)
2. **FOSSIL** the remains or impression of a prehistoric plant or animal embedded in rock and preserved in petrified form
2. **BORN** – brought into life by birth
HATCH – to help a young animal break out from its egg and be born.
3. **MOTHERING** – to take care of and protect.
4. **SPRING** – a season of the year between winter and summer
5. **EASTER** – a Christian holiday to celebrate that Jesus returned to life after her died. Always held on Sunday in Spring.

Maths (M) *White Rose and Mastering Number*

1. Shapes in the environment
COMPARISON
Focus on ordering numbers to 8
Use language of 'less than'
2. My Day and Night
COMPOSITION
Focus on 7
3. Recognise and name 3D shapes
COMPOSITION
Doubles – explore how some numbers can be shared with 2 equal parts
4. Find 2 D shapes within 3 D shapes
COMPOSITION
Sorting numbers according to attributes
Odd and Even Numbers
5. Explore 3 D shapes
Buffer week to consolidate learning

Understanding the World (UtW)

1. Dinosaurs – History
Fossils out of pasta
Labelling
2. Born – Hatch
New life
Plants – how to look after a plant and watch them grow.
3. Plant a beanstalk.- Science
Discuss signs of spring with the children. Why is now a good time for planting?
4. Labelling a plant – main parts – stem, leaves, petal
5. Easter celebrations
Egg hunt

Medium Term Planning

YEAR GROUP – Reception
TERM – Spring 2

TOPIC:
CREATURES GREAT AND SMALL

PURPOSE FOR LEARNING:

- To learn about all kinds of creatures Great and small.
- To develop an understanding of the signs of Spring
- To plant a small seed and watch it grown into a great plant
- To learn to write in different contexts

Focus Texts and Rhymes:

Jack and the Beanstalk
The Trouble with Dinosaurs - (UtW)

The Easter Story - (RE)
5 minutes piece (M)

Alternative text: The Tiger Who Came to Tea
Hot cross buns
Chick, Chick, Chick, Chicken
Find a little seed
We've got our Easter Hats on.....
Celebrate

Role play area:
Vet surgery including a pet shop

Physical Development (PD)

1. Catching
2. Rolling
3. Throwing underarm

Fundamental Motor Skills - Manipulation

4. Throwing overarm
5. Throwing and catching with partners.

Expressive Arts & Design (EAD)

1. Practise songs for our Easter Assembly
2. Observational paintings of plants (daffodils) for our Easter assembly.
Practise songs for our Easter Assembly
3. Mother's Day Cards
Mother's Day stay and play 13.3.2026
Practise songs for our Easter Assembly
4. Observational drawings – Spring flowers
Practise songs for our Easter Assembly
5. Easter Cards
Easter assembly 25.3.2026

PSED *Jigsaw* RE *ALS Sacre*

1. *PSED*
Everybody's body/Keep on moving.
2. *PSED* – food glorious food/keeping clean
3. Palm Sunday
RE Lesson 2 – retelling the story of Palm Sunday
4. *PSED*
-sweet dreams/stranger danger
5. Easter Story Lesson 3 – How is Easter celebrated? Lesson 4
Practise Easter Performance.

Literacy

1. WALT: describe a character.
Leave some Giant's boots in the classroom.. Hook the children in. What could it be?
Write sentences to describe a character. Using ADJECTIVES.

2. WALT: describe a character. (WORLD BOOK DAY)

Write sentence(s) to describe your favourite character. Using ADJECTIVES.

3. WALT: write a set of instructions.
Introduce instructions to the children- what do we use instructions for? Can you think of any instructions we use at school? Eg Getting to the hall.

Write instructions for how we planted our bean yesterday.
Numbers. Bossy words. Sentence structure.

4. WALT: create a bean diary. Write factual sentences.
Draw a picture of what has happened to their seeds - what it now looks like and write factual sentences about what they can see has changed.

5. WALT: write my own version of a story.
Change a key part of the story. When Jack climbs up the Beanstalk, what will he find? Children to be imaginative in this session, what would be exciting for them?
Instead of the Giant, what or who might you find?
What will it look like? **ASSESSMENT WEEK – THIS WILL BE UNSUPPORTED.** *Highlight on the writing*