

Reception Spring 2

Understanding the World: Past and Present (Links to History)

The Past

- **The past:** Something that has already happened.
- The past can be an hour ago, yesterday, last week, last year, or a long time ago.
- History is learning about people, places and things that have happened in the past and how they changed the world we live in today.
- Things were different in the past, we can compare photographs from the past.
- Farmers used animals to pull their farm machinery in the past.

Understanding the World: The World (Links to Science and Geography)

Seasonal Changes Winter – Spring

- Weather happens every day.
- The seasons are: Spring, Summer, Autumn, Winter
- The weather changes according to what season it is.
- In Winter it is cold.
- In Spring it is sunny and warm.
- In Spring the buds begin to grow on the trees and spring flowers blossom.

Understanding the World: People and Communities (Links to PSHE)

Down on the Farm

- A **farm** is a piece of land used to grow plants and/or raise animals for food.
- People who grow these plants or raise these animals are called **farmers**. This type of work is called farming.
- Farming is an important occupation, because everyone needs food and clothing to survive.
- **Occupation:** A person's job.

Understanding the World: The World (Links to Science)

Growing

- Animals on a farm live in barns, stables or Pig Stys.
- The farmer looks after the animals by giving them food and a safe place to live.
- Animals we might see on a farm are horses, cows, chickens, sheep, ducks.
- Cows make milk that we drink
- Chickens lay eggs that we eat
- Some animals are sold for meat that we eat.
- Oviparous animals: animals born from eggs

Understanding the World: The World (Links to Geography)

The UK where am I?

- Chesterton is in Newcastle-Under-Lyme
- Newcastle-Under-Lyme is in England
- England is part of the United Kingdom

Understanding the World: People, Culture and Communities (Links to RE)

RE Easter

- Faith is a belief in someone or something such as a God/Gods.
- Celebrations are a way to mark or remember a special moment.
- Christians celebrate Easter

Understanding the World Computing

Programming – unplugged Moving a person

- An **algorithm** is a list of rules or instructions
- Debug is when you check for mistakes in your code.

Expressive Arts and Design. Music

Musical Learning

Key Musical Vocabulary

Up and Down

- | | |
|---|---|
| <ul style="list-style-type: none"> • Make up new lyrics and actions. • Sing and play a melody that goes up and down. • Show pitch changing with actions. | <ul style="list-style-type: none"> • Dynamics: louder, quieter. • Pitch: up, down, higher, lower, melody, interval, stepping notes, scale. • Tempo: pulse, beat, faster, slower. • Timbre: glockenspiel, chime bars, xylophone. |
|---|---|

Prime Areas of Learning + Maths and Literacy
These continue through the year, so it is not new knowledge.

Communication and Language

The World Around Me

- **Who** - a person (someone)
- **When** - a time
- **Where** - a place or position
- **What** - a thing (something), asks for information
- **How** - a way to explain
- **Why** - a cause or reason

People who help us Teachers, Police, Fire brigade, Vets, shop assistants

Personal, Social and Emotional Development

Good to be me feelings

- **Friend:** a person who you know well and who you like a lot, but who is usually not a member of your family
- Different people are special to us like family, friends, groups, clubs and teachers. (Y1 PSHE link)

Physical Development

Ball Skills

- **Co-operation** is when you work together with others to achieve a result.
- **Attack** is to try to move past and score against the opposing team.
- **Defend** is to block the other team and stop them from scoring.
- **Throw** is to push an object by hand with a sudden forward motion ending with straightening the arm and wrist.
- **Catching** is the use the hands to stop and hold a moving object. Eyes on the object, Finger tips together (two handed catch) Catch the object, then grip it.

Literacy

Comprehension

- **Text** - writing
- **Comprehension** - understanding the meaning of what is being read
- **Predict** - tell what might happen based on things you already know
- **Sequence** - things are in an order
- **Fiction** - text written about imaginary things – not true (E.g. a story)
- **Non-fiction** - text written about real things, gives information (E.g. Instructions)

Literacy

Phonics

- **Letter** - a mark which has a name and a sound. There are 26
- **Phoneme** - smallest unit of sound within a word. There are 44
- **Word** - a group of letters to make meaning
- **Phonics** - a way of teaching reading by knowing the sounds of letters
- **Digraph** - two letters that make a single sound
- **Trigraph** - Three letters that make one sound.
- **Split Digraph** – a digraph that has a consonant in between (for example: a_e, e_e, i_e, o_e and u_e). **“When two letters go walking the first one does the talking”**

Literacy

Writing

- **Sentence:** starts with a capital letter and ends with a full stop.
- **Capital letters** - also called upper case, these are taller in size and used at the start of a sentence and for a proper noun
- **Lower case letters** - usually smaller in size, used most often in writing
- **Finger spaces** - gaps left between words

Mathematics

WRM Building 9 and 10

- **Number:** an amount
 - A number is an amount of something.
 - It can be shown in words, digits, symbols or pictures to show that amount. E.g. six 6 VI
- We use numbers to count an amount.
 - There are ten digits that we use.
 - A digit is any one of these symbols: 0 1 2 3 4 5 6 7 8 9
- **+ addition: put together**
 - Adding is bringing two or more things together – they will make a new amount.
 - Addition can be used to count (adding one or more each time).

Mathematics

Blast Maths

- Shape is an outline or form of an object.
- Names of 2D shapes:

- Rectangle  Square  Triangle  Circle 

Names of 3D shapes:



Cylinder



Cuboid



Sphere



- Cube
- Properties are things that all shapes with the same name have in common
- **Pattern** is a sequence that repeats