Reception Curriculum Overview

Autumn 2

Out of This World/

Celebrations

RE

Prophecy and Promise

- The Annunciation.
- Mary was chosen by God.
- Advent traditions.
- The Nativity
- Jesus was born in a stable and laid in a manger.
- God shows his love by sending his son Jesus to live with us.

Physical Development

- Balance and coordinate safely.
- Develop a range of ball skills, including throwing, catching, kicking, passing.
- Draw lines, circles, letter shapes.
- Develop pencil grip.
- Develop correct letter formation.

Understanding the World

- Know and talk about influential figures and events from the past – Guy Fawkes, Remembrance Day
- Recognise people have different beliefs and celebrate at different times – Diwali, Christmas.
- Know and name some important places of worship.
- Understand the process of changes in the natural world.

Communication and Language

- Make comments about they have heard and ask questions to clarify understanding.
- Hold conversations when engaged in back-and-forth exchanges.
- Take part in discussions, offering their own ideas.
- Know and use new vocabulary taught in topics.

Literacy

- Anticipate key events in stories.
- Talk about story structure.
- **Ready Steady Write** – Star in the Jar
- **Monster Phonics**.
- Read individual letters by saying the sound.
- Blend sounds to read words.
- Mark making giving meaning to their marks.
- Write simple CVC words.

Personal, Social and Emotional Development

- Talk about how to stay safe.
- Learn about what to do if they are feeling worried, sad, angry etc.
- Express feelings and regulate behaviour appropriately.
- Work and play cooperatively and take turns with others.
- Give focused attention to what their peers and adults say.

Mathematics

- 1 more, 1 less.
- Number bonds within 5.
- Introduce part, whole model.
- Positional language and directional language.

Expressive Arts and Design

- Explore the beats of different music.
- Know different music is played for different celebrations.
- Create arts and crafts from different cultures.
- Invent narratives in role play.