

Mathematics

Maths Mastery- Numbers of the week

Recognise and manipulate numbers to five numbers 1-5.

Learn the rules of counting – put the items in a line and count carefully.

Put numbers 1-5 in the correct number line.

Match numeral to quantity.

Go on number hunt in the outdoor area and tick them off the list when you find them.

Know what house number you live at, is it a number we have been learning about.

Literacy

Introduce phase 2 phonemes and tricky words during daily phonics sessions.

Segment and blend simple CVC words.

Draw pictures linked to the topic and giving meaning to the marks. Have ago at writing a label.

Begin to write own name using cursive letter formation.

Talk 4 writing – Explore the local items such as Stoke City/ Port Vale football strips.

Use phonics to write labels on a spitfire.

Write about your favourite place to visit in Stoke on Trent such as Water World, Monkey forest or Alton Towers.

Visit the Meir Heath Library in the outdoor house.

Proud Potters

Reception Topic Overview

Communication and Language

Find out home address and tell others what your address is.

Oatcake shop role play – Use language to recreate roles and act out the different people in the shop such as the chef or customer.

Talk about the places you have visited in Stoke on Trent and local area.

Understanding of the World

Explore the different places that are within Stoke on Trent such as the windmill locally in in Meir Heath, Trentham Gardens, the monkey forest, Wedgewood museum etc.

Talk about where we like to visit and what we like to do.

Explore the things that are local to Stoke on Trent eg- tasting Oatcakes and Lobby.

Find Stoke On Trent on the map.

Discuss famous people who are from Stoke on Trent and talk about what they did and why they are famous. Eg Reginald Mitchell.



City of
Stoke-on-Trent

Expressive Arts and Design

Design and create a spitfire using the fine material and craft resources.

Manipulate the clay and use tools to create a cup and saucer.

Explore the different pottery patterns and design your own on a plate.

Sketch a picture of Meir Heath's windmill.

Design a football strip for a local team.

Design and use the construction materials to build your Alton Towers roller coaster.

Physical Development

Use correct pencil grip when writing and form letters using cursive script.

Ball skills – Throwing and catching.

Ride the bikes, scooters and trikes around our very own A550 D road in the outdoor area.

Personal, Social and Emotional Development

To independently put on and zip coat before going out to play.

Talk about friendships and how we can be kind to our friends.

Circle time to