

Personal, Social and Emotional Development

Baking role play
Provide different enhancements around the classroom – encoring children to try new activities and develop confidence.
After a trip to the bakery/local shop – using the experience enhance the role-play allowing children to take ownership.
Create a 'make your own dough' area and include ginger to make gingerbread dough.
Discuss how the characters feel at different points in the story and identify emotions.
Share experiences of baking at home.

Understanding the World

Investigate what happens to gingerbread left in water.
Share experiences of baking at home.
Draw a map of the route you take to the bakery/shop.
Draw a map of the route taken by the Gingerbread man and animals in the story.
Bake own gingerbread men and decorate – link to brushing teeth/healthy eating.

Mathematics

Count out buttons to out on the gingerbread man using a dice to give the amount.
Measure the length of different sized gingerbread men, then order.
Bakery role play – use different sized tubs./containers.
Numerals on gingerbread.
Positional language e.g, in the oven, on his nose.
Sequencing events – first, then, after.
Subitising buttons on different gingerbread men.
Repeating patterns.

Literacy

LOOK OUT! Poster for the gingerbread man.
Hearing initial sounds in words.
Verbally blending sounds in simple words.
Verbally segmenting sounds in simple sounds.
Write labels.
Spot and suggest rhymes.
Write for a purpose – label and retell a story.
Letter formation.

Reception Topic Plan Autumn Term 1

Come Dine with Me

Communication and Language

Learn rhymes, poems and songs.
Understand how to listen carefully and why it is important.
Retell familiar stories using props and puppets.
Ask questions and give explanations.
Learn new vocabulary.
Follow instructions.
Engage in story time.
Develop social phrases.

Expressive Arts and Design

Transient art gingerbread men –template and various art materials.
Create a boat/bridge or the gingerbread man to use to get across the river.
Provide story stones.
Baker's role play.
Take images of the gingerbread man and record what he might say.

Physical Development

Draw a large gingerbread man in chalk. Use paintbrushes and water to trace the lines and make him disappear.
Thread laminated gingerbread men.
Act out chasing the gingerbread man.
Follow the gingerbread leader – run, dance prance, twirl, whirl, wiggle, giggle etc.
Dough – cutters, buttons etc
Gingerbread stamping with cutters and paint.
Use tweezers to decorate gingerbread men.
Bakery role play – using various sized spoons for mixing/collecting flour.

Enrichment/Experiences/Visitors

Trip to bakery/local shop or invite a baker in to ask questions.
Baking
Food tasting – different breads, healthy eating, food from around the world.

Areas of Development Matters –

Personal, Social & Emotional development

- * Self-Regulation
- * Managing Self
- * Building Relationships

Physical development

- * Gross Motor Skills
- * Fine Motor Skills

Communication and Language

- * Listening, Attention and understanding
- * Speaking

Literacy

- * Comprehension
- * Word Reading
- * Writing

Mathematics

- * Numbers
- * Numerical Patterns

Understanding the World

- * Past and Present
- * People, Culture and Communities
- * The Natural World

Expressive Arts and Design

- * Creating with Material
- * Being imaginative and Expressive

Main text – The Gingerbread Man



Supporting texts

Personal, Social and Emotional Development

Send home a task for pupils to go on a bug hunt with their families and draw images or take photos to share with the class.

Visitor bringing in minibeasts - are the children confident enough to ask questions?

Discuss how animals feel at different points on the story.

Is the ant scared? Identify the feeling of 'brave', asking children to give examples of when they are brave.

Highlight the importance of hand washing and hygiene before making food from the story.

Discuss the phrase 'ants in your pants' - have you heard this before?

Understanding the World

Observing different bugs.

Worm observation jar.

Seasonal changes around school for this time of year - observing changes.

Looking at different animal habitats.

Find out what ants like to eat and make an 'ant restaurant' outside.

Make an ant using sticks and stones and label anatomy.

Mathematics

Counting animal legs.

Matching a number of ants/animals to numerals.

Bug kebabs - can you make a repeating pattern?

How long is the ant's tongue? Measure and compare lengths.

Subitise ants in a picture.

Use a hole punch to make the correct number of holes in the ant's leaf.

Match ants to fives/tens frame.

Literacy

Hearing initial sounds in words.

Verbally blending sounds in simple words.

Verbally segmenting sounds in simple words.

Write labels.

Spot and suggest rhymes.

Write for a purpose - label and retell a story.

Letter formation.

Reception Topic Plan Autumn Term 2

Communication and Language

Learn rhymes, poems and songs.

Understand how to listen carefully and why it is important.

Retell familiar stories using props and puppets.

Ask questions and give explanations.

Expressive Arts and Design

Singing different songs: Ants go marching in etc.

Fly swatter painting.

Animal restaurant role play - add different pictorial menus to the restaurant.

Make ant pies for the ant-eater - what else would he like to eat? Make menus to match.

Paint stores with bug patterns and designs.

Finger painting ants.

Learn the song 'The ants go marching one by one'.

Come Dine with
Me

Physical Development

Use pinchers to collect ants from a sensory tub.

Move like a bug game.

Ant farm mazes - follow the maze with a pencil.

Threading

In PE move around like ants and ant-eaters focus on verbs used in the story.

Making food from the story: ant sandwiches, ant lemonade, ant soup.

Mint play dough.

Tie up strawberry laces like the ant-eater's tongue.

Make insects from playdough - how many legs does your insect need?

Cut out a spiral on a piece of pink paper to make your own ant-eater's tongue.

Enrichment/Experiences/Visitors

Trip to bakery/local shop or invite a baker in to ask questions.

Baking

Food tasting - healthy eating, food from around the world.

Minibeast visitor

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- * Speaking

Literacy

- * Comprehension
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Mathematics

- * Numbers
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Expressive Arts and Design

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Main text - I'm going to eat this ant.



Supporting texts