

Personal, Social and Emotional Development

Discuss why the bus is naughty and the importance of apologising/ forgiveness after an apology.

Rules - why it is important to follow the rules.

Helping others - give children the responsibilities such as getting their own snack/milk or washing up afterwards.

People who help us - invite people into the setting to talk about what they do.

Talk about feeling lonely and scared - how can we help others who feel like this?

Show and tell - has anyone been to London (or anywhere else)?

Understanding the World

Take Naughty Bus outside into the school grounds. What plans and mini beasts does he see on his adventure?

Compare London to your local area.

Forces and materials.

Different forms of transport.

Map making.

Treasure hunt.

History - Amelia Earhart.

Mathematics

Sorting vehicles and measuring them.

Number marking bays for vehicles.

Build London/town and explore 3D shapes.

Make a 3D London bus.

How many people on the bus? How many of 1 gets off?

Paying for bus fare using coins and matching numicon.

Positional language - where is the bus now?

Numbers to 10. Addition to 10.

Comparing numbers within 10.

Literacy

Blend sounds into words, to read short words.

Read some letter groups that represent one sound.

Read simple phrases and sentences made up of words with known letter - sound correspondence.

Letter formation.

Spell words by identifying the sounds then writing the sound with letter/s.

Labels, captions, speech bubbles.

Build a sentence.

Write a letter.

Reception Topic Plan Spring Term 1

Magical Mystery Tour

Communication and Language

Use new vocabulary.

Articulate ideas and thoughts in well formed sentences.

Describe events in some detail.

Listen to and talk about stories to build familiarity and understanding.

Listen to and talk about selected non-fiction to develop a deep familiarity with new knowledge and vocabulary.

Travel agents role play.

Expressive Arts and Design

Singing different songs: The wheels in the bus/ London bridge is falling down.

Driving vehicles through paint and on to paper.

Use junk modelling to make London buses.

Create huge maps of the route the bus could take and annotate/ label it.

Create a huge London bus using blocks.

Physical Development

Baked beans in builder's tray to make pathways through and to pick up with pincers/tweezers.

Draw the route the bus takes on a map with pencil.

Bedtime routines and personal hygiene (including oral health).

Wash toy cars and buses using a toothbrush, water and fairy liquid.

In PE pupils could travel in different ways around a route (London).

Create a route outside for the bikes and trikes to travel and make stops along the way, including a drive through car wash.

Enrichment/Experiences/Visitors

Visitors from different professions.

Looking after the class pet.

Live egg hatching

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 - Naughty Bus



Supporting texts



Personal, Social and Emotional Development

Family trees - who is in my family?
Who looks after them and what makes them feel special?
Mud kitchen, role, play, cave making.
Confident to try new activities and speak in familiar groups.
Show and tell - what are mealtimes like at your house? What are bedtimes like?
Talk about birthdays.
Looking after Olaf the class guinea pig. Take responsibility for their care, create rules and responsibilities list for feeding etc.

Reception Topic Plan Spring Term 2

Communication and Language

Use new vocabulary.
Articulate ideas and thoughts in well formed sentences.
Describe events in detail.
Listen to and talk about familiar stories.
Learn rhymes, poems and songs.
Connect one idea or action to another.
Create own journey and retell.
Travel Agent role play.

Enrichment/Experiences/Visitors

Visitors from different professions.
Looking after the class pet.
Live egg hatching

Understanding the World

Animals that live in caves and/or hatch from eggs.
Floating and sinking linked to bath times - can you make a boat that floats?
Seasonal changes - Spring, plant observations
Similarities and differences between themselves and others - book discussions on family and homes.
Similarities and differences between cultures - Rosa Parks.
History - Mae Jemison.

Magical Mystery Tour

Expressive Arts and Design

Using a range of art media create big art, cities, new settings, animals and Hattie.
Animal patterns.
Music at bedtime - lullaby and instruments.
Sing 'Old McDonald Had a Farm' nursery rhyme.
Making caves.
Decorations for the party.
Role play opportunities/block play/small world
Bake cakes for the party.

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Mathematics

Design a hat and scarf for Hattie using repeating patterns.
Number match with animals.
Counting animal legs - adding together.
Laying the table ready for mealtimes.
Size linked to beds, scarves, bathtubs, bowls etc
Sorting with feathers - colour and size animal patterns.
Measure
Number bonds to 10.
Subtraction.

Literacy

Read simple phrases and sentences.
Read some letter groups that represent one Sound and say the sounds for them.
Read a few common exception words.
Form lower case letters correctly.
Write short sentences.
Spell words by identifying sounds.
Lists of animals that hatch from eggs.
Lists of birthday presents and what food they might have.
Write own version of the story.

Physical Development

Design a city using large play equipment and construction to use as a base for role play.
As animals travel across various equipment explore different ways of travelling: teetering across treacherous leashes, soaring through, sliding, creeping.
Use big blocks or large loose parts to recreate the journey.
Mark making - going on adjoined through different settings, focusing on gross and fine motor skills, then into mark making.
Writing/drawing with feathers.
Cave gloop - footprints, trails, patterns.
Weaving linked to knitting.

Main Text - The Journey Home



Supporting Texts



