

St Andrew's Reception – Autumn 2 - Autumn days / Let's Celebrate!

COMMUNICATION & LANGUAGE / LITERACY		UNDERSTANDING THE WORLD	
ACTIVITIES: <ul style="list-style-type: none"> • Growing a pumpkin- non-fiction story • Fizz Buzz phonic book focus. ORT. Rhyme • Bonfire night poems in small groups. • Children to share their experiences from bonfire night. Where did they go, what did they see, hear, taste? • handwriting - fireworks patterns in time to the music. • Guided reading – rhyming rockets. • Gross motor skills – firework dancing patterns with the streamers. • Non-fiction Autumn & Seasons books in the book corner and role play area. • Room on the broom Fiction Story – writing spooky spells/potions • Meg and Mog – rhyming words. 	OBJECTIVES: 30-50m Enjoys rhyming and rhythmic activities and alliteration. <ul style="list-style-type: none"> • Recognises rhythm in spoken words. • Listens to and joins in with stories and poems, one-to-one and also in small groups. OBJECTIVES 40-60M <ul style="list-style-type: none"> • Continues a rhyming string. • Hears and says the initial sound in words. • Can segment the sounds in simple words and blend them together and knows which letters represent some of them. • Begins to read simple words. • Gives meaning to marks they make as they draw, write and paint. • Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence. 	ACTIVITIES Role play area – cottage/ Fire Station – <ul style="list-style-type: none"> • Creative Science – milk and food colouring experiment to make firework patterns. • Fire safety. • ICT - Firework picture – black background on 2simple, adding colour (clicking focus). Splash tool. Who is Guy Fawkes? http://10.45.108.119/espresso/modules/t1_firework_night/video_index/121024p_bonfire.html • Firework display on Friday morning– children to describe and talk about what they see/hear/smell. Firework/rocket models in the work shop. • Autumn investigation table and non-fiction books about seasons in the role play & book corner. • News books – Holiday news and Diwali. • Exploring the traditions of bonfire night – Guy Fawkes • Diwali – exploring the Hindu celebration 	OBJECTIVES: 30-50M <ul style="list-style-type: none"> • Remembers and talks about significant events in their own experience. • Recognises and describes special times or events for family or friends • Knows how to operate simple equipment, e.g. turns on CD player and uses remote control. • Talks about why things happen and how things work. • Shows care and concern for living things and the environment OBJECTIVES 40-60M <ul style="list-style-type: none"> • Completes a simple program on a computer. • Looks closely at similarities, differences, patterns and change. • Enjoys joining in with family customs and routines

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MATHS		PHYSICAL DEVELOPMENT	
ACTIVITIES <ul style="list-style-type: none"> Counting ingredients into the potion. Fireworks – link to counting backwards & 'one less' focus. Number formation. http://www.communication4all.co.uk/http/Fireworks.htm Interactive sparkler – number formation. http://www.bleepbloop.net/swf/sparkler.swf Roll dice – add number of stars for firework. Firework 1-2 game. http://www.communication4all.co.uk/Early%20Years%20Themes%202/Fireworks%20Number%20Lotto%201-9.pdf Firework 10s frame. 	OBJECTIVES 30-50M <ul style="list-style-type: none"> Knows that numbers identify how many objects are in a set. Beginning to represent numbers using fingers, marks on paper or pictures. Sometimes matches numeral and quantity correctly. OBJECTIVES 40-60M <ul style="list-style-type: none"> Counts up to three or four objects by saying one number name for each item. Counts actions or objects which cannot be moved. Selects the correct numeral to represent 1 to 5, then 1 to 10 objects Uses the language of 'more' and 'fewer' to compare two sets of objects. Finds one more or one less from a group of up to five objects, then ten objects. 	ACTIVITIES <ul style="list-style-type: none"> PE – dance half term. Playdough fireworks – black dough, glitter, stars, pipe cleaners. Gross motor – firework streamer patterns. Up and down for rockets/ round and round for Catherine wheels. CP outside – building a bonfire. 	OBJECTIVES 30-50M <ul style="list-style-type: none"> Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping Draws lines and circles using gross motor movements. OBJECTIVES 40-60M <ul style="list-style-type: none"> Handles tools, objects, construction and malleable materials safely and with increasing control. Begins to use anticlockwise movement and retrace vertical lines. Begins to form recognisable letters Experiments with different ways of moving.

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PERSONAL SOCIAL & EMOTIONAL DEVELOPMENT		EXPRESSIVE ARTS & DESIGN	
ACTIVITIES <ul style="list-style-type: none"> • Firework and bonfire night safety – Welephant/ Fireman Sam. • Hovis the Hedgehog story – Hovis' feelings and animal safety focus. • Sharing WOW slips. • Share newsbooks and celebration experiences 		ACTIVITIES <ul style="list-style-type: none"> • Musical instruments for firework sounds. Stage outside. • Individual bonfire pictures using paint, red cellophane, leaves and any twigs or sticks from the autumn walk collection. • Creative science – Milk investigation. • Firework printing (toilet rolls) • Making firework marks to music. 	
OBJECTIVES 30-50M Aware of own feelings and knows that some actions and words can hurt others' feelings.		OBJECTIVES 30-50M Engages in imaginative experiences. <ul style="list-style-type: none"> • Uses movement to express feelings. • Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words • Imitates movement in response to music. 	
OBJECTIVES 40-60M <ul style="list-style-type: none"> • Aware of the boundaries set, and of behavioural expectations in the setting. • Can describe self in positive terms and talk about abilities. 		OBJECTIVES 40-60M <ul style="list-style-type: none"> • Constructs with a purpose in mind, using a variety of resources. • Plays alongside other children who are engaged in the same theme. • Create simple representations of events, people and objects. • Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences. • Explores the different sounds of instruments. • Explores what happens when they mix colours. • Understands that different 	

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			media can be combined to create new effects.
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<u>Special Events this term</u> <u>WOW</u>	<u>Adult- led challenges</u>	<u>Children's questions</u>
Firework Display Visit from Firefighters	Can you create your own spooky potion and write a list of ingredients? Can you tell me about bonfire night? Can you experiment to make a swirling firework?	