

Expressive Arts and Design

The children will be encouraged to be imaginative and to explore during play. They will be given opportunities to demonstrate their thoughts, ideas and feelings through a variety of art, music, dance, role play and design technology. They will work with a range of tools, materials and construction equipment.

This term the children will be learning:

- To be able to create simple representations of things (e.g. painting, modelling).
- To be able to dance and move to express feelings and ideas in response to music.
- To act out a narrative in their play with other children, e.g. in different role play areas.
- To choose colours and materials to make pictures and models and props for play.
- To use percussion instruments.
- To use different materials to make things that they have designed.
- To be able to use a range of tools and techniques properly (e.g. scissors, rolling pins, tape dispenser, staplers).

We will be exploring 'food' and 'people who help us' in our topic sessions.

How you can help your child at home

Read with and to your child daily and talk about the story/content together.

Encourage your child to write in their play and in everyday situations e.g. make labels for their toy boxes, help write a shopping list for you and write birthday cards. At this stage encourage your child to write the phonemes (sounds) that they can hear in words but don't worry about correct spelling. Ask your child to say the word that they want to write aloud (using robot voice and phoneme fingers) so that they can hear the different phonemes.

Do problem solving activities with your child e.g. setting the table for a particular number of people.

Count with your child, start by counting to 10 and back and when your child has mastered this, extend to 20 and beyond.

Support your child with early, practical addition e.g. ***you have four books in this pile and two books in the other, how many are there altogether?*** When your child has grasped simple addition extend to using bigger numbers.

Support your child with early, practical subtraction e.g. ***you had eight strawberries. How many will you have left when you have eaten two?***

Make a cake by following a simple recipe.

Play games e.g. board games, card games, lotto, bingo, I Spy.

Plan and design before constructing models using a variety of resources, eg lego and then evaluate and improve it.

Visit your local park to climb and play outdoor games.

If possible, visit places of interest to your child e.g. museum, a train station and London landmarks.

Ashmole Primary School

Curriculum Overview

Spring Term 2024

Reception Class

ABCDE
FGHIJK
LMNOP
QRSTU
VWXYZ

