

Civitas Academy
Curriculum and Project Overview for Reception

	Autumn 1/ Term 1	Autumn 2/ Term 2	Spring 1/ Term 3	Spring 2/ Term 4	Summer 1/ Term 5	Summer 2/ Term 6
Project	All About Me	Celebrations	Once Upon A Time	Growing and Changing	Under the Sea	Down in The Jungle
Key Texts	Stories from other cultures	Rama and Sita, Gunpowder Plot, Christmas story, Jolly Postman, Stories from other cultures	3 Little Pigs, Goldilocks and the 3 Bears, The Three Billy Goats Gruff and other traditional tales	Jack and the Bean stalk, Hungry Caterpillar, The Tiny Seed	Commotion in the Ocean, Tiddler, Smiley Shark, Rainbow Fish, Night Pirates	Down in the Jungle, Monkey Puzzle, Rumble in the Jungle, Noisy Jungle
Communication and Language	*Following instructions *Recalling parts of a story *Answer how, why and what questions *Responding to other people whilst doing another activity. *	*add detail to what they are saying *Following instructions with 2/3 parts *Understanding humour	*Being able to follow stories without pictures *Using new language and story language in role play.	*saying what will happen next in stories *Being able to follow stories without pictures *Using new language and story language in role play.	*saying what will happen next in stories *Being able to follow stories without pictures *Using new language and story language in role play. *answer how and why questions *use today, yesterday and tomorrow correctly	*saying what will happen next in stories *Being able to follow stories without pictures *Using new language and story language in role play. *answer how and why questions
Personal Social and Emotional Development	*Rules and responsibilities *Turn Taking and sharing *Making friends *Forming good relationships with children and adults	Understand that not everyone like the same things *Understand and say how they and other feel *Understand how own actions affect others Key	*Describing themselves in positive ways. *Being able to say what is the same and different between themselves and others.	Being healthy *understand how to carry and store equipment safely	*Tries new activities and say why they like some more than others *talk about how my friends and I show feelings *talk about how I behave and understand what happens when I misbehave	Aware of own feelings and knows that actions and words can hurt others' feelings *Enjoys and values praise for what they have done *Initiates play, offering cues to peers to join them
Physical Development	Playing team games *Dance *Mark making *Forming letters *Fine Motor Skills *Moving in different ways	*Dance *Mark making *Forming letters *Fine Motor Skills *Moving in different ways *Dressing and undressing for PE	Completing an obstacle course, Balancing, Negotiating space so they are not colliding with objects/ people.	Playing team games *travelling over, under, through *measure time in simple ways *Negotiating space so they are not colliding with objects/ people. *Dance	Playing team games *Dance	Climbing *Relay Games *catching & kicking a ball * Holding a pencil between thumb & 2 fingers
Literacy	Reading – *Hearing and saying the first sound	Reading – *Using sounds to read simple	Reading – *Using sounds to read simple	*Using sounds to read simple words and	Reading – *Using sounds to read simple	Reading – *Enjoys and takes part in rhyming

	<p>*hearing the sounds in words *Blending sounds they hear together</p> <p>*recognise the sounds s, a, t, p, i, n *read words with the sounds s, a, t, p, i, n in Writing-</p> <p>*hearing and writing the first sound *forming some letters correctly</p> <p>*writing own name</p>	<p>words and sentences</p> <p>*blending sounds together to write words</p> <p>*recognising sounds</p> <p>Writing- *Using sounds to write simple words</p> <p>*forming letters properly *writing lists</p> <p>*labels</p>	<p>words and sentences</p> <p>*Retelling stories using puppets and pictures</p> <p>*Using language from stories e.g. once upon a time, I'll huff and I'll puff Writing- *Using sounds to write simple words *using language from stories in their writing *Ordering stories</p>	<p>sentences *blending sounds together to write words Writing-</p> <p>*Using sounds to write simple words *forming letters properly</p> <p>*writing instructions</p> <p>*labels *writing sentences using full stops and finger spaces</p>	<p>words and sentences</p> <p>*blending sounds together to write words Writing- *Using sounds to write simple sentences *forming letters properly</p> <p>*Drawing and labelling maps *Character profiles *Animal profiles</p> <p>*label</p>	<p>songs and activities</p> <p>*Say how a story could end *Describing the setting, events of a story Writing-</p> <p>*Sometimes give meaning to their painting or drawing</p> <p>*Point out writing or marks, symbols they have seen in different places</p>
<p>Mathematics</p>	<p>Number- *Counting out the correct amount</p> <p>*Recognising numbers</p> <p>*Matching numbers to amounts *Count an irregular arrangement of objects Shape, space and measure –</p> <p>*positional language – on, next to, under, behind *naming shapes</p>	<p>Number- *Adding and take away *Counting on from a number</p> <p>*Ordering numbers</p> <p>*Recognising numbers</p> <p>*Writing numbers</p> <p>Shape, space and measure – *Naming and describing 2D and 3D shapes *Ordering objects by weight, length or capacity</p> <p>*Using everyday language related to time and money</p>	<p>Adding and take away</p> <p>*Counting on from a number *Ordering numbers *Recognising numbers Shape, space and measure – *Naming and describing 2D and 3D shapes *Ordering objects by weight, length or capacity</p> <p>*Using everyday language related to time and money</p>	<p>Number- *Adding and take away *Counting on from a number</p> <p>*Counting back from a number *Ordering numbers *Recognising numbers *Writing numbers Shape, space and measure – *Naming and describing 2D and 3D shapes *Ordering objects by weight, length or capacity</p> <p>*Using everyday language related to time and money</p>	<p>Number- *Adding and take away *Counting on from a number</p> <p>*Ordering numbers</p> <p>*Recognising numbers</p> <p>*doubling and halving</p> <p>Shape, space and measure – *patterns</p> <p>*using everyday words for size and weight</p> <p>*Use everyday words for capacity *Compares objects and quantities</p>	<p>Number- *Counting to 20 *Separating a group of objects into 2 or 3 groups, knowing that they still have the same amount of objects that they started with</p> <p>Shape, space and measure – *Shows an interest in shapes and can make an arrangement</p> <p>*Describing shapes</p>
<p>Understanding the World</p>	<p>Talking about family and friends *Talking about similarities and differences between themselves and others</p> <p>*Talking about past events *People who help us</p>	<p>*Similarities and differences in people, objects and materials</p> <p>*Talking about how they celebrate things</p> <p>*Talking about special times in their life</p>	<p>Similarities and differences in people, objects and materials</p> <p>*Using appropriate ICT equipment *talking about family customs and routines</p>	<p>*Similarities and differences in people, objects and materials</p> <p>*growth, decay and changes over time</p> <p>*shows concern for living things and the environment *Using appropriate ICT equipment *Talks about why things happen and how things work</p> <p>*talking about family customs and routines</p>	<p>animals *how humans effect living things</p> <p>*Using technology for a purpose</p>	<p>*Say what makes them different or the same as a peer or family * Talks about why and how things work * Can turn the C.D player on</p>

<p>Expressive Arts and Design</p>	<p>Using different materials to represent people, places, objects and event. *Making up and copying rhythms *Role-playing events</p>	<p>Junk Modelling – using the right shape for the model *Using different methods to join materials together *Using texture for a purpose *Exploring how sounds can be changed. *Moving in time to music *putting a narrative alongside role play</p>	<p>*Junk Modelling – using the right shape for the model *Using different methods to join materials together *Changing songs *Exploring how sounds can be changed</p>	<p>*Junk Modelling – using the right shape for the model *Using different methods to join materials together *Using texture for a purpose *Colour mixing *Exploring how sounds can be changed.</p>	<p>Use instruments to create music *Create dances to match music *Colour mixing *Exploring how sounds can be changed.</p>	<p>Beginning to describe different textures *Taps out simple repeated rhythms *Colour mixing *Making jungle animals</p>
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