

## Communication and Language

We will be learning to broaden our vocabulary by using our imagination to recreate roles that are linked to our topic and wider learning.

## Understanding the World

We shall be learning about real life superheroes, people who help us in the wider community.

We will look at different celebrations around the world. eg Chinese New Year, Ramadan, Easter

We shall talk about natural processes such as freezing and melting and exploring different materials to see if they are magnetic.

## EAD

We will be continuing to explore a variety of different media, and shall focus on a variety of joining and assembling techniques.

We will be listening and responding to different types of music and playing instruments alongside.

We shall be listening to music from different cultures and explaining how it makes us feel.

## Literacy

We will be using our knowledge of phonics to support in reading and writing simple sentences. A selection of Superhero stories will be read focusing on how the stories are structured into a beginning, middle and end. We shall draw story maps to help sequence stories, and use interesting words to describe the characters and different settings.

# Reception Spring 2025 Our Topic is... We could be Heroes



## Personal, Social and Emotional

We shall be learning to listen to each other and to respond in different ways.

We shall continue to use the Colour Monster to help explain how we are feeling and why we feel that way.



## Mathematics

We shall be comparing groups of objects up to 10 and learning pairs of numbers that add up to 5.

We shall be naming and describing 3D shapes and comparing length and height of different objects.



## Physical Development

We will be developing the skills of controlling different objects such as balls, quoits and hoops in our weekly PE sessions through rolling, throwing, catching and kicking.

Our Busy Finger activities will continue to support the development of fine motor skills for handwriting and cutting activities.

