Year Group: RECEPTION

Term: Spring 2 2025

Topic: All Aboard!

	WEEK 1 24/2/25	WEEK 2 3/3/25	WEEK 3 10/3/25	WEEK 4 17/3/25	WEEK 5 24/3/25	WEEK 6 31/3/25		
Events	Sparkly Start Pirate Day! 25/2/25				Mother's Day 30/3/25			
CL	CL 3-4 Year Olds (DM) Enjoy listening to longer stories and can remember much of what happens Develop their communication (irregular tenses and plurals) Sing a large repertoire of songs (check unit for opportunities) Listen to and talk about stories to build fam Connect one idea or action to another usin connectives Learn rhymes, poems and songs							
	Rhymes: I'm a pirate Pirate crew Pirate ship counting We're off on an adventure A pirate went to sea, sea, sea - https://www.youtube.com/watch?v=YOA3he2Gv4M When I was one, I sucked my thumb - https://www.bbc.co.uk/teach/school-radio/primary-school-songs-when-i-was-one-i-sucked-my-thumb/zvh8 This way, that way -							

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		and his teddy to the top of the hill to keep himself busy while he waits. How do you keep yourself busy when you are on your own?	Ho, Yo Ho, Yo Ho, Yo Ho, Yo Ho You'll love the life of a thief You'll relish the life of a crook There's barrels of fun enough for ev'ryone! And you'll get treasures by the tonne So come and sign the book Join up with Captain Hook! Conscience Alley: Would you like to be a pirate?		Link to message in a bottle. Think of other ways we can send messages? ('phone, text, email, notes, letters, postcards, etc.) Make links to Mother's Day How can we let our Mum's know that we love them? What kind of messages can we share with our family members?		
PSED	Increasingly follow rules, understanding why they are important. Remember rules without needing an adult to remind them. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'.			Children in Reception (I See themselves as a va Build constructive and r and consider the feeling Manage their own need	DM) luable individual. espectful relationships. E gs of others.	express their feelings	
	Work as a team to follow clues to find the treasure on the map. Revisit class community and the Shine Value: cooperation	Emotions: recap on happy, sad and cross or angry. Focus on feeling lonely.	Lining up: Calm movement around school	Table transitions: Calm learning environment	Talk partners: Think, pair, share	Attention grabbers: Listening	
PD	3-4 Year Olds (DM) Match their developing physics Choose the right resources to a Use one-handed tools and equ scissors. Use a comfortable grip with go Show a preference for a domin	carry out their own plan. Jipment, for example, making ood control when holding pen	snips in paper with	Children in Reception (I Revise and refine the fu already acquired: rolling hopping, skipping, climb	ndamental movement s g, crawling, walking, jum		
	Play quoits and skittles Play simple team games such a 'Walk the Plank' – i.e. practice Thread beads onto pipe clean Use large or small construction Wrap 'presents' for the welcon Use beads, shells, small stones o Use tweezers to retrieve 'treasu	balancing on an upturned P.I ers. resources to build a pirate shi ne home party and coloured rice to make po	E. bench with a landing mc		oard! Walk the plank! Sc	crub the decks!)	

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Use the t	Use the trim trail								
SPORTS C	COACH: Multi skills – bal	l skills							
Rolling		Throwing	Catching	Passing, kicking, dribbling	Ball games – involving aiming at a target.				
Use some Write sor	ne or all of their name	knowledge in their early wr		short sentences with wo correspondences • Spe writing the sound with le check that it makes sen	DM)Form lower-case letters correctly • Write ords with known sound-letter ell words by identifying the sounds and then etter/s • Re-read what they have written to use				
Recount			THE PIRATES ARE CO						
		https:/	BY JOHN CONDO						
2 and 4	-year-olds outcome:	<u>nttps:/</u>	/www.youtube.com/watcl	n?v=FIVIEJJZIKeUg					
To creat Children	e a pirate ship and inter in reception outcome:	act with their peers to role p f view of Tom to his mother,			making				
Link to C	L/UW(Geography)	Read and write messages from the	Write a sentence explaining if they want	Write speech bubbles: I can see describe	Assessment: 3-and 4-year-olds:				
Immersic text	on into topic and core	pirates Model writing a simple	to be a pirate or not Write welcome home	what is under the sea Read a letter from	create a pirate ship and interact with the peers to role play parts of the story. This may involve relevant mark making.				
Use a ma	ap and clues to	sentence for one or	banners:	Mum	Encourage the children to write their nar				
	a treasure chest!	more of the pictures: 'I	I am happy to see you.		on their finished design.				
	mething they found in sure chest.	can seesentences	We are glad you are back. I am sad if you		Children in reception:				
Write a li	st of what was found in sure chest	Model how to label a picture i.e. to write	are not here. You are back		Write their letter from Tom to his mum.				
	ple sentences such as,	horizontally as usual							
	a map; We dug up a ne box we had		Use pictures to sequence and retell/write sentences to tell the story						
Draw an	d label own 'treasure'								
sentence	rrite a few simple es to describe him/her NTED DEAD OR ALIVE								
poster -	vww.twinkl.co.uk/downl								

Phase 3 Monster Phonics with Phase 2 alongside

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	3-4 Year Olds (DM) Develop fast recognition of up to ('subitising'). Recite numbers past 5. Say one number for each item in Know that the last number reacher how many there are in total ('care Show 'finger numbers' up to 5. Link numerals and amounts: for ex match the numeral, up to 5. Make comparisons between obje Understand position through word Describe a familiar route. Discuss r 'behind'.	3 objects, without having to order: 1,2,3,4,5. ed when counting a small so dinal principle'). cample, showing the right n ects relating to size, length, w is alone. routes and locations, using v	o count them individually et of objects tells you umber of objects to weight and capacity. words like 'in front of' and	Children in Reception (DM) Count objects, actions and sounds. Subitise Link the number symbol (numeral) with its cardinal number value. Count beyond ten. Compare numbers.		
	NCETM: Week 18 Practise identifying when 2 sets are equal in number. Identify when a double is shown and explain why. Say what the whole is when there are 2 equal parts. Show doubles patterns on their fingers in response to being given the whole WHITE ROSE: Block 10: Length, height and time	NCETM Week 19 Say what the whole is when there are 2 equal parts Recognise and talk about ways in which objects are similar to or different from each other (colour, size, function, shape, etc.) Sort objects according to attributes described by an adult. Sort the Numberblocks using the criteria 'odd blocks' or 'even tops'. Investigate patterns of doubles. WHITE ROSE: Block: 11 Building 9 & 10	NCETM Week 20 Count things that cannot be seen Revisit rules for how to count Discuss and practise strategies for counting larger sets Make or represent their own collections of larger amounts. WHITE ROSE: Block: 11 Building 9 & 10	NCETM Week 21 Count things that cannot be seen – sounds, actions, time Revisit rules for how to count. Discuss and practise strategies for counting larger sets Make or represent their own collections of larger amounts. Practise counting on from a given number. Discuss and practise strategies for counting larger amounts that cannot be moved. WHITE ROSE: Block: 11 Building 9 & 10	NCETM Week 22 Visualise, make and describe spatial arrangements of 6. Practise subitising to 6. Make and describe arrangements of 6. Listen to rhythmic patterns of up to 5 sounds and determine the quantity. Recognise Numberblocks and related doubles patterns on their fingers without counting. Subitise doubles amounts shown on 10-frames. WHITE ROSE: Block 12: Explore 3D shapes	NCETM Week 23 Use fingers to make doubles patterns. Consolidate their use of finger patterns to represent numbers within 5. Use fingers to represent numbers within 5. Understand that the 'whole' has not changed. Use their own models and/or drawings to explore and represent the numbers within 5. Use their fingers to represent numbers within 5. Use their fingers to represent numbers within 5.

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Year Group:	RECEPTION	Term: Sp	ring 2 2025	Тор	bic: All Aboard!	 which to represent the same numbers within 5 Use spatial language to describe their arrangements. Match die frames to ways of making 5 Explore ways of representing numbers within 5 using 10-frames Make links 	
						between different representations of numbers within 5. WHITE ROSE: Block 12: Explore 3D shapes	
						SD shapes	
UW	Explore collections of m Talk about what they se Begin to make sense of	ands-on exploration of natural materic naterials with similar and/or different p ee, using a wide vocabulary their own life-story and family's history	roperties. 1.	Name and describe per Draw information from a different beliefs and cel Explore the natural work Describe what they see, Understand the effect of around them.	of their immediate family and community. people who are familiar to them m a simple map. Recognise that people ha celebrate special times in different ways.		
	History: Explore pirates from the past Compare how we found the way in the past (compass) with how we find our way today (Sat Nav, phone Apps).	Geography: Look at a globe and a map of the world. Why is a map flat and a globe a sphere? Look at the size of the oceans compared to land. What is an island? Find some islands. Label a world map with children's names of places they have been/ their relatives live	Geography: Explore books, pictures and objects from different countries. Invite pupils and families with experiences of living in other countries to bring in photographs and objects from their home cultures	Link to Literacy Science: Explore under the sea and the sea creatures that live there RE: Who is special to me? Focus on Guru Nanak.	Geography: investigate a compass. How do we find our way these days? Make links with direction to Beebots and maps	Science: What happens at Springtime? Explore animals and their young, weather, plants and celebrations (Easter)	

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	Geography: Follow a map of the	RE: Who is special to me? Focus on Jesus	Focus: Sail the ocean to visit Australia		Why did pirates use maps?	
	outdoor area and clues to find treasure		RE: Who is special to me? Focus on Muhammed (pbuh).		Focus: Sail the ocean to visit Japan Science: Floating and sinking	
EAD	though they are not sim Begin to develop comp and dolls houses, etc. Make imaginative and as a city with different k Explore different materi what to make. Develop their own ideo	olex stories using small world equipm complex 'small worlds' with blocks o buildings and a park. als freely, to develop their ideas abo as and then decide which materials and explore different textures.	ent like animal sets, dolls and construction kits, such out how to use them and			
	Music:	Music:	Music:	Music:	Music:	Art and Design:
	Kapow: TRANSPORT Exploring different kinds of transport – exploring sounds Pirate songs	Kapow: TRANSPORT Trains – exploring and mimicking sounds Pirate songs	Kapow: TRANSPORT Boats – exploring sound on and around boats Pirate songs	Kapow: TRANSPORT Cars – interpreting symbols to reflect a car journey Pirate songs	Kapow: TRANSPORT Transport journey – demonstrating simple rhythms on an instrument Pirate songs	Easter/Spring ar
		Art and Design:	Art and Design:	C C		
	Art and Design: Sparkly Start activities: Make a telescope, maps, flags, boats, pirate/parrot pictures.	Make maps of the outside area Role Play: Drama – practise talking and acting like a pirate: Land ahoy!	Make blossom Mother's Day cards	Art and Design: Create underwater sea creatures	Art and Design: Design a pirate boat and race	
	Dance: Pirate dances	Shiver me timbers! Aye, aye, Capt'n! Ooh arr me hearties! Yo ho ho!			Japan	
rovision	Playing and exploring - Active learning - childre	ffective Teaching and Learning: children investigate and experienc en concentrate and keep on trying critically -children have and develop	if they encounter difficulties,			things
	Begin to develop a pirc		Leave the story		BeeBots find the treasure	Springtime with
Play and Learn	ship/smugglers' cove ro play area with the pup using wooden boxes, h	ble bottles with your writing ils, materials and show the	images/stones out for pupils to sequence, tell	water/sand/builder s' trays put out your collection of sea		focus on animal and their young

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sack cloth etc. Dis			s with, write their	creatures for pupils		Spring animals
of the things the p		you. own v	versions.	to explore. Have		matching
expressed most int				some information		
drawing and writin				books displayed		Adult/baby sorting
within easy reach.				nearby for pupils to		
	Bake them ha			refer to.		
Leave out some 'A						
Match' games for		ld/silver				
to play, where the	ey select					
different						
heads/bodies/hat						
to make a charac						
out collage mater						
pupils to create th		te ship.				
pirate faces/treas						
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