

2025-2025 Overview - Reception

We are really excited to be launching our brand new approach to enthusing and motivating the children to be a writer - more information to follow.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Food from Around the World	Monsters and Magic	Amazing Animals	Once Upon a Time	Growing and Changing	Under the Sea
Trips	Autumn Walk Teddy Bears Picnic		Pizza Express	Spring Walk Smithills Farm		Local Area Walk: Map Reading
English	All About Me Fiction: The Enormous Turnip	Fiction: The Foggy Foggy Forest Fiction: Stick Man	Fiction: Room on the Broom Non-Fiction: Poetry	Fiction: The Three Billy Goats Gruff Non-Fiction:	Fiction: Jack and the Beanstalk Non-Fiction: Life	Fiction: Somebody Swallowed Stanley Non-Fiction:
	Fiction: We're Going on a Bear Hunt	Non-Fiction: Letter Writing	Non-Fiction: Instructions	Smithills Farm Recount	Cycles	Pollution in the Ocean
Mathematics	Shape, Space and Measure: Shape Select, rotate and manipulate shapes Compose and decompose a shape	Shape, Space and Measure: Length, weight, height Number: Simple addition and written representation Doubling to 5	Shape, Space and Measure: Capacity, repeated pattern Number: 6-10 Numicon representation Composition of numbers	Shape, Space and Measure: Positional language/time Number: Number recognition to 10 One more and one less up to 10	Shape, Space and Measure: Recapping 2D shapes and introduction 3D shapes Number:	Shape, Space and Measure: Repeated patterns Number: Number bonds to 10 Focus related to assessment outcomes



		Subtraction to 5	Counting out	Odd and even	Simple addition to	
	Number: 1-5	Sharing (and halving)	(including money)	numbers up to 10	10	
	Compare	up to 5		Number bonds to 10	Doubling facts to 10	
	quantities using				Subtraction to 10	
	language: 'more				Sharing up to 10	
	than', 'fewer than'.					
	Recognising					
	numbers up to 5					
	Counting objects					
	and match					
	numbers to 5					
	Make					
	symbols/marks to					
	represent					
	numbers to 5					
	Recognise					
	Numicon shapes					
	to 5					
PSED	Think Equal	Think Equal (weekly)	Think Equal (weekly)	Think Equal (weekly)	Think Equal (weekly)	Think Equal (weekly)
	(weekly)					
		Drugs	Race Equality	Drugs	Gender Equality	Mental Health
	Relationships,					
	routines and	Bonfire Awareness	Mental Health	Think Equal	International	E-safety
	expectations				Womans Day	
		Anti Bullying	Safer Internet Day			Drugs
	Mental Health					
		Think Equal				Transitions to Y1
	E-safety					
	ВНМ					
Understandi	Focus on foods we	Comparing Seasons	Animals native to the	Explore landmarks in	How people lived in	Exploring the human
ng the World	eat which are	(Autumn/Winter)	UK/Manchester,	our local area,	the past compared	impact of pollution/
-	grown native to	,	their habitats and	Levenshulme - Map	to now: Toys,	plastic use on sea
	the UK and	How do different	landscapes	reading and Google	Schools, Homes,	life and the ocean.
	•	1	1	_	1	



(Geography,	foods from around	important festivals:	animals found in			Exploring local
History, RE,	the world	Eid/Diwali/Christma	different parts of the	How do different	Comparing Seasons	landmarks to
Science, ICT)	(Harvest)	S	word)	cultures celebrate	(Spring/Summer)	prepare for a trip to
				important festivals:		our local area by
	Learn about our	Light vs Dark	Ramadan Calendar	Eid	Planting Wildflowers	utilising Google
	local area: Our	(Shadow puppets)			and bean plants	Earth (Revisit)
	school and Cringle		How do different	Eid Party Day		
	Park and	Rain, Snow, and Ice:	cultures celebrate		Life Cycles of	Sea Creatures and
	reference the	Changing States	important festivals:	Life on a farm vs Life	humans and animals	their habitats
	churches on the		Chinese New Year/	in a suburb	(Comparing baby	
	way to Green End		Easter/Passover	(Levenshulme)	photos to current	Floating/Sinking
	and utilising	Heating and Cooling			photos by taking	
	Google Earth	(Making hot	Easter chocolate	Exploring the natural	them on the ipad)	Recycling
		chocolate for	melting (heated and	world		
		Christmas)	cooled)		(Talk about	Saving Our Seas
	Exploring the			Magnets and Forces	grandparents - past	
	Natural World		Changes in the		and present)	Litter picking around
		Christmas Toys from	seasons and the	Baking Hot Cross		school
	Changes when	the past and present	effect on the natural	Buns for Easter	Pet Caterpillar	
	cooking /	Bear Hunt - Map	world			Dogon on Lontono
	preparing food	reading	Animals and their		Introduction to	Recap on Laptops
	The Enormous	reauing	habitats (extra focus		Laptops	
	Turnip (Pulling -	Beebots	on light travelling)		Сарторѕ	
	force)	Deenots	on light travetting)			
	10106)					
	Healthy Eating -		Baby Animals and			
	What do our		Adult Animals			
	bodies need to					
	stay healthy?					
	Making healthy					
	sandwiches for					
	the Teddy Bear's					
	Picnic					
			l	l .	1	l .



,	Gross Motor Skills		jungle/farm			
Games)	Nativity Performan	ce dance	animals dancing in a	Eid Dancing		
(Dance, Gymnastics,	We're Going on a B Stick Man	ear Hunt	compile a piece of dance to reflect	Balancing		
Physical	Dance:	I I A	Move like animals-	Gross Motor Skills:	Introduction to Gymnastics	
Vocabulary – Science	season			change hot/cold animal		
Key	environment			environment	plant	environment
Key Vocabulary – RE	community	festival religious beliefs community celebrate	festival religious beliefs community celebrate			community
Key Vocabulary – ICT		commands forward/ backward/ left/ right		keyboard laptop type space bar mouse pad cursor	Laptop Type Space bar Mouse pad Cursor commands Forward/ backward/ left/ right	
Key Vocabulary – Geography	Winter Summer Spring Autumn				map key symbol	church mosque temple
Key Vocabulary – History	now, finished, before, after last year grandparents, grandma, grandad, community			Past, present Changes over time, in the past a long time ago	Changes over time	
1/				Do at assess	Ola autoria	



		Gross Motor Skills:			Combining all gross	Sports Day
	Move safely and	Throwing and			motor skills -	preparation and then
	confidently	catching	Gross Motor Skills:		creating a short	Zumba
	(walking, skipping,		Kicking, batting balls		dance piece	
	running, climbing,					
	jumping)					
	Stop and Go					
	games					
Key	movement		height			
Vocabulary –	safely		skip			
Dance	control		hop			
			jump			
			slide			
			control			
Key		catch		control		
Vocabulary –		throw		aim		
Games		aim		pass		
		prepare		bat		
		control				
Key					movement	
Vocabulary –					safely	
Gym					apparatus	

Expressive	Exploring textures	Post office role play	Making potions for	Building a bridge that	Creating detailed	Creating art using
Arts and	linked to 'We're		the witch/ wizard	is strong enough for	pictures of plants	items found in
Design (Art,	going on a bear	Christmas crafts		the goats to travel	and animals.	nature using Andy
DT, Music)	hunt'.		Colour mixing	over.		Goldsworthy's art
		Creating their own				work as a stimulus
	Self-portraits	stick man using	Construction –	Baking activity	Music focus: music	
		different craft	imaginative models		skills and	Singing songs
	Autumn leaves	resources and their			composition	together around the
	collage	own ideas.	Café role play			campfire



	_					
				Music focus: Singing	Listening to music	
	Music focus:	Music focus:	Music focus:	and playing	from different	Music focus: music
	Singing and	Listening and	Listening and	instruments	cultures	skills and
	moving to music	moving – building up	responding to a			composition
		a repertoire of songs	range of music	Using different	Van Gogh -	
		and dances and		materials to create an	Recreating	Creating a Jellyfish
		practising for the		animal collage.	Sunflowers and	collage using
		Nativity	Portraits of animals		discussing the	recycled materials
			in detail	Make clay troll faces	process	
		Introduction to				Self portraits -
		joining materials -		Creating potion		comparison to the
		treasury tags, tape		bottles with potions		beginning of the
		dispensers, hole		they create		year
		punches				(Andy Goldsworthy)
				Building a bridge		
				using junk modelling		
				for a goat to travel		
				across - evaluating		
				process and		
				reflecting on it		
Key	colour, green,		mix			
vocabulary –	orange, purple,					
Art	paint					
	texture, soft,					
	rough, smooth.			5 11 11 16		
Key	rotate, manipulate		build, height	Problem: How do I fix it?		
vocabulary – DT				11.5		
Key	loud		tune in	shake	compose	
vocabulary –	quiet			tap	pitch	
Music	fast			scrape		
		•				•



slow								
sing								