

## Physical Development

- Investigating the different ways we can move our bodies.
- Fine motor control - Threading and tweezer play
- Naming parts of body through song and dance
- Dough Disco
- Talking about healthy foods and what we should do to stay healthy.

## Communication and Language

- Talking in complete sentences using the word because.
- Understanding and answering 'how' and 'why' questions.
- Learning about 'good sitting' and 'good listening'
- Listening to and talking about the stories we have read.

## Personal, Social, Emotional Development

- Making new friends
- Talking about how to be a good friend and sharing – linked to Rainbow Fish story
- Discussing and coming up with our class rules
- Talking about what we are good at.

## Creative Development

- Fruit printing
- Making fish pictures linked to rainbow fish — taking about colours.
- Home corner role play
- Deconstructable role play
- Painting pictures of our own



## St John Bosco Reception Autumn Topic Marvellous Me/Rainbow Fish

## Literacy

- RWI phonics
- Name practise
- Writing opportunities in hospital
- Writing simple I am sentences
- Reading 'The Rainbow Fish' and 'The very Hungry Caterpillar'

## Mathematics

- Ordering size
- Making shape pictures and naming /describing shapes.
- Shape walks around school
- Counting out from a large group.
- Number recognition 1-20
- Introduction to adding groups together

## Reception Baseline Assessments

During the autumn term we will be busy observing and making baseline assessments of your child. The activities featured on this topic web will be used to help your child settle into school and also to provide evidence towards your child's ability and skills within the 7 areas of learning. Please note activities may change depending on the interests of the children.

## Understanding of the World

- Home corner Role play
- Talking about our families and the things we enjoy doing together.
- Talking about where we live and what we can see .
- Using a touch screen computer to click and drag objects.