



Oswald Road

Summer 2 Medium term plan: Reception Animals of the world

Themes/Interests/Lines of Enquiry	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Quality Texts	Dear Earth 	Hello Mr Whale 	The Wide Wide Sea 	We all went on Safari 	Flip Flap Zoo 	The Bug Collector 	Jacob O'Reilly Wants a Pet 
Shared Read Texts	Somebody Swallowed Stanley 	Commotion in the Ocean 	Tiddler 	Poles Apart 	Giraffes Can't Dance 	Billy's Beetle 	A Place Called Home 
Enrichment		Blue planet trip 12.06 13.06 Reception current parent meeting 9.10-9.40am	17.06 Reception current parent meeting 4-4.30pm 20.06 Reception new parents meeting 9-10am	25.06 Reception sports day 9-10am 24.06 Reception new parents meeting 4-4.30pm		Transition afternoon 10.07	Transition morning 17.07 - parents in for first hour
CL: Listening, attention and understanding / Speaking	Role Play - Safari jeep Small World Play - Under the sea	Role Play - Safari jeep Small World Play - Under the sea	Role Play - Safari jeep Small World Play - Under the sea	Role Play - Safari jeep Small World Play - Safari animals	Role Play - Pet shop Small World Play - Safari animals	Role Play - Pet shop Small World Play - Bugs/insects	Role Play - Pet shop Small World Play - Bugs/insects
Personal, Social & Emotional Development		Jigsaw 3: Changing Me Piece 1: Bodies	Jigsaw 3: Changing Me Piece 2: Respecting my body	Jigsaw 3: Changing Me Piece 3: Growing up	Jigsaw 3: Changing Me Piece 4: Growth and change	Jigsaw 3: Changing Me Piece 5: Fun and fears	Jigsaw 3: Changing Me Piece 6: Celebrations

Physical Development: Gross Motor	Fundamental skills with Sports Coach: Athletics (A1) Share space and run with my head up React quickly Jump one foot to two feet and two feet to two feet Co-ordinate and run with a jump Throw accurately Run efficiently in a lane Sustain my form during a race Jump for height Time my take off to clear an obstacle Throw a variety of pieces of equipment well Gym - Gym in the jungle Outdoor Area	Fundamental skills with Sports Coach: Athletics (A1) Share space and run with my head up React quickly Jump one foot to two feet and two feet to two feet Co-ordinate and run with a jump Throw accurately Run efficiently in a lane Sustain my form during a race Jump for height Time my take off to clear an obstacle Throw a variety of pieces of equipment well Dance - Jungle Outdoor Area	Fundamental skills with Sports Coach: Athletics (A1) Share space and run with my head up React quickly Jump one foot to two feet and two feet to two feet Co-ordinate and run with a jump Throw accurately Run efficiently in a lane Sustain my form during a race Jump for height Time my take off to clear an obstacle Throw a variety of pieces of equipment well Gym - Gym in the jungle Outdoor Area	Fundamental skills with Sports Coach: Athletics (A1) Share space and run with my head up React quickly Jump one foot to two feet and two feet to two feet Co-ordinate and run with a jump Throw accurately Run efficiently in a lane Sustain my form during a race Jump for height Time my take off to clear an obstacle Throw a variety of pieces of equipment well Dance - Jungle Outdoor Area	Fundamental skills with Sports Coach: Athletics (A1) Share space and run with my head up React quickly Jump one foot to two feet and two feet to two feet Co-ordinate and run with a jump Throw accurately Run efficiently in a lane Sustain my form during a race Jump for height Time my take off to clear an obstacle Throw a variety of pieces of equipment well Gym - Gym In the Jungle Outdoor Area	Fundamental skills with Sports Coach: Athletics (A1) Share space and run with my head up React quickly Jump one foot to two feet and two feet to two feet Co-ordinate and run with a jump Throw accurately Run efficiently in a lane Sustain my form during a race Jump for height Time my take off to clear an obstacle Throw a variety of pieces of equipment well Dance - Jungle Outdoor Area	Fundamental skills with Sports Coach: Athletics (A1) Share space and run with my head up React quickly Jump one foot to two feet and two feet to two feet Co-ordinate and run with a jump Throw accurately Run efficiently in a lane Sustain my form during a race Jump for height Time my take off to clear an obstacle Throw a variety of pieces of equipment well Gym - Gym in the jungle Outdoor Area
Physical Development: Fine Motor	Malleable area Fine motor area Penpals Letter formation (phonics/literacy and name writing) Lunch time (knives, forks and spoons)	Malleable area Fine motor area Penpals Letter formation (phonics/literacy and name writing) Lunch time (knives, forks and spoons)	Malleable area Fine motor area Penpals Letter formation (phonics/literacy and name writing) Lunch time (knives, forks and spoons)	Malleable area Fine motor area Penpals Letter formation (phonics/literacy and name writing) Lunch time (knives, forks and spoons)	Malleable area Fine motor area - Beads on hair (BHM) Penpals Letter formation (phonics/literacy and name writing) Lunch time (knives, forks and spoons)	Malleable area Fine motor area Penpals Letter formation (phonics/literacy and name writing) Lunch time (knives, forks and spoons)	Malleable area Fine motor area Penpals Letter formation (phonics/literacy and name writing) Lunch time (knives, forks and spoons)
Physical Development: Health	PE, Dance & Gym Snack time Tooth brushing	PE, Dance & Gym Snack time Tooth brushing	PE, Dance & Gym Snack time Tooth brushing	PE, Dance & Gym Snack time Tooth brushing	PE, Dance & Gym Snack time Tooth brushing	PE, Dance & Gym Snack time Tooth brushing	PE, Dance & Gym Snack time Tooth brushing
Literacy: Comprehension & word reading	Storytime Readers Oxford University Press decodable readers. Rising stars Pleasure for reading book. Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words	Storytime Readers Oxford University Press decodable readers. Rising stars Pleasure for reading book. Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words	Storytime Readers Oxford University Press decodable readers. Rising stars Pleasure for reading book. Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words	Storytime Readers Oxford University Press decodable readers. Rising stars Pleasure for reading book. Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words	Storytime Readers Oxford University Press decodable readers. Rising stars Pleasure for reading book. Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words	Storytime Readers Oxford University Press decodable readers. Rising stars Pleasure for reading book. Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words	Storytime Readers Oxford University Press decodable readers. Rising stars Pleasure for reading book. Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words

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Expressive Art & Design	Music: Slap clap clap <ul style="list-style-type: none">• Music in 3-time• Beat Bow, bow, bow Belinda <ul style="list-style-type: none">• Beat• Active listening• Accompaniment	Music: Slap clap clap <ul style="list-style-type: none">• Music in 3-time• Beat Bow, bow, bow Belinda <ul style="list-style-type: none">• Beat• Active listening• Accompaniment	Music: Slap clap clap <ul style="list-style-type: none">• Music in 3-time• Beat Bow, bow, bow Belinda <ul style="list-style-type: none">• Beat• Active listening• Accompaniment	Music: Slap clap clap <ul style="list-style-type: none">• Music in 3-time• Beat Bow, bow, bow Belinda <ul style="list-style-type: none">• Beat• Active listening• Accompaniment	Music: Slap clap clap <ul style="list-style-type: none">• Music in 3-time• Beat Bow, bow, bow Belinda <ul style="list-style-type: none">• Beat• Active listening• Accompaniment	Music: Slap clap clap <ul style="list-style-type: none">• Music in 3-time• Beat Bow, bow, bow Belinda <ul style="list-style-type: none">• Beat• Active listening• Accompaniment	Music: Slap clap clap <ul style="list-style-type: none">• Music in 3-time• Beat Bow, bow, bow Belinda <ul style="list-style-type: none">• Beat• Active listening• Accompaniment
	Creative and junk modelling area	Creative and junk modelling area	Creative and junk modelling area DT: Structure: build a fish tank	Creative and junk modelling area	Creative and junk modelling area Art: Drawing: Animals & environments	Creative and junk modelling area DT: Food: Fruit kebabs Art: Painting: Animals & environments 3D form: animal	Creative and junk modelling area Art: 3D form: animal