

**Personal, Social and Emotional  
Development**

Being My Best

Bouncing back when things go wrong.

Healthy eating, Healthy mind, Move  
your body and a good nights sleep.

**Literacy**

Letters and Sounds - Phase 2 and Phase 3

Story telling of 'The Fish Who Could Wish' Reading and  
writing our sounds in words and sentences.

**Topic Homework - Can you practising writing about your  
favourite animal. Remember what you learnt last term about  
letter formation, finger paces, letters on the line and full  
stops.**

**Communication and Language**

Speaking and Listening - Show and Tell

Storytelling 'The Fish Who Could Wish'

Role play- Home Corner

**Topic Homework - I wonder if you can create an  
animal or an animal habitat, this could be in your  
garden or a model or picture of one.**

**I also wonder if you can find out what the word  
'murmuration' means.**

**Physical Development**

**Gross motor** - The focus of learning is to explore  
jumping in a variety of ways. **Fine motor** - we will be  
continuing to develop our pencil control developing  
strength and fluency in our writing. We will also  
build upon our early knowledge of using folding to  
create different shapes. **Topic homework - With  
adult guidance can you think of different ways to  
jump and balance.**

**Amazing Animals**

**Reception**

**Summer Term 1**

**Mathematics**

**Numbers to 20** (subitising, counting, composing,  
sorting and matching and comparing and ordering  
numbers)

**Shapes and Tangrams**

**Adding More and Taking Away**

**Topic Homework - Begin by drawing two ten-  
frames, one above the other. Ten-frames are ten  
boxes arranged in two rows of five. Each box  
should be slightly larger than a penny. This will be  
a pretend money box. With your child, count ten  
pennies into the top ten-frame. Talk about the  
top ten-frame as being 'full' when it contains ten  
coins. Next, write amounts from 11p to 20p on  
small pieces of paper and provide a bowl of  
pennies for children to use. Invite your child to  
pick a piece of paper and place the pennies onto  
the second ten-frame to make the total number.  
Once your child has made the number, talk about  
the ten-frames. ONE ten and \_\_\_\_\_ more.**

**Expressive Arts and Design**

Animal creations, using different  
techniques such as folding, cutting  
thinking about creating some 3D  
structures or animals.

**Topic homework - can you create  
your own 3D animal using  
different materials.**

**Characteristics of effective Learning**

Playing and exploring

Finding out and exploring

Playing with what they know

Being willing to have a go