

EYFS RECEPTION – PLOD PLANNING - Term 3 2021-2022



ENTRY AND EXIT POINTS (WOW MOMENTS)

Entry Point – Rocket Ship Crash
Exit Point – Space camp

- Books**
- Aliens love underpants
 - Goodnight Spaceman
 - How to Catch a Star
 - Charlie and the Cheese monster
 - The Three Little Aliens and the Big Bad Robot
 - Astronaut Handbook
 - Captain Invincible and the Space Shapes
 - Back to Earth with a Bump
 - The First Hippopotamus on the Moon
 - The Way Back Home
 - Astro Girl

Characteristics of Effective Teaching and Learning:

- Playing and Exploring**
Children investigate and experience things and 'have a go.'
- Active Learning**
Children concentrate and keep on trying if they encounter difficulties and enjoy achievements.
- Creating and Thinking Critically**
Children have and develop their own ideas, make links between ideas and develop strategies for doing things.

Talk 4 write
How to catch a star (4 weeks)
Put on your space suit (3 weeks)

Communication and Language

- Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.
- Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate.
- Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher

Literacy

- Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.
- Anticipate (where appropriate) key events in stories.
 - Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role play.
- Write simple phrases and sentences that can be read by others.

Personal, Social and Emotional Development

- Show an understanding of their own feelings and those of others and begin to regulate their behaviour accordingly.
- Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate.
- Be confident to try new activities and show independence, resilience and perseverance in the face of challenges.
- Work and play cooperatively and take turns with others.

Physical Development

- Negotiate space and obstacles safely, with consideration for themselves and others.
- Demonstrate strength, balance and coordination when playing.
- Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

BLAST OFF

Mathematics

- Verbally count beyond 20, recognising the pattern of the counting system.
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
- Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally

Understanding the World

- Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.
- Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.

Expressive Arts and Design

- Invent, adapt and recount narratives and stories with peers and their teacher.
- Sing a range of well-known nursery rhymes and songs.
- Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.