

EYFS Reception Medium Term Planning Year B Autumn

Area of Learnin	4.9.23	11.9.23	18.9.23	25.10.2 3	2.10.23	9.10.23	16.10.23	23.10.23	6.11.23	13.11.2 3	20.11.2 3	27.11.23	4.12.23	11.12.2 2	12.12.2
g Block Focus	People, Cu Communit (Geograph Mapping People v Fire Ambula Police	ties ly) who help nce		(Science) Animals a Dentist Harves Farmer Vicar	and Plants t Festiva	I –	Being Imaginat ive and Expressi ve (Music)	Creating with Material s (Art)	Past and (History) Finding c Richmon	out about d	Creatin g with Materia Is (Art)	Technolo gy and E Safety (Computi ng)	Being Imagina tive and Expressi ve (Music)	People, Culture and Communities (R.E) Understanding Christianity Folder- God Understanding Christianity Folder- Incarnation	
K+U Sticky Knowl edge	• Help children to find out about the environment by talking to people, examining photographs and simple maps and visiting local places. • Examine change over time.		eople, simple maps n-ended we?" or ch people in t help to n. imple map of	warmth to g A seed protoget into the produce lead of Extend voo bulb, evergr Describe with whilst outsid Name & de Draw pictu Understan seasons on them Shows son practices with drinking wat contribute te Describe will dentify disanimals	escribe some pares of plants defect of he natural work the natural work the regard to exper, sleeping & pood health what they see, fferent parts of show care and show car	ve o allow water noots to the sunlight som, buds, s hear & feel plants changing rld around ing that good sercise, eating, hygiene can hear & feel f their body &	Performing Make music in a range of ways e.g. plays with sounds creatively, plays along to the beat of the song they are singing or music they are listening to Sing in a group or on their own,	Drawing and Painting • Use a range of tools competentl y & safely • Explore different textures. Encourage accurate drawings of people • Create representati ons of both imaginary & real-life ideas, events, people &	familiar situ past Historical Er • Ask questi out more & understandi has been sai	ing organise, ad clarify events contrast rom stories, ures from on images of ations in the aquiry ons to find to check ng of what d ds questions , why, when, w ds a range sentence acluding	Drawing and Painting Use a range of tools competently & safely Explore different textures. Encourage accurate drawings of people Create representations of both imaginary & real-life ideas, events,	• Begin to give reasons why we need to stay safe online • Can use the internet with adult supervision to find and retrieve information of interest to them • Develops digital literacy skills by being able to	music in a range of ways e.g. plays with sounds creatively, plays along to the beat of the song they are singing or music they are listening to Music in a range of ways e.g. plays with sounds creatively, plays along to the beat of their immediate family & community • Enjoys joining in with family customs & routines • Understand that some places are special to members of their community • Know about		from stories, gures from ut past & ents in their in the lives embers in their embers in the manity in the lives embers embers in the lives embers emb

RICHMOND								
Doing all the good we can	Now the effects exercise has on their bodies Have some understanding of growth and change Talk about things they have observed including animals Observational drawings of animals	increasingly matching the pitch & following the melody Appraising • Listen attentively, move to & talk about music, expressing their feelings & responses • Respond imaginatively to music e.g. this music sounds like dinosaurs Composin g • Choose particular movement s, instrumen ts/sounds for their own imaginative purposes • Explore & engage in music making & dance, performing solo or in groups	objects • Explore, use & refine colour mixing techniques • Use colour for purpose, including creating moods Creating with Materials • Develop own ideas through experime ntation with diverse materials to express & communi cate their discoverie s & understan ding	Engage in non-fiction books Knowledge and Interpretation Use talk to organise, sequence & clarify thinking, ideas, feelings & events Articulate ideas & thoughts in wellformed sentences Ask questions to find out more & to check understanding of what has been said Vocabulary Understand and use vocabulary such as: yesterday, last week, at the weekend, this morning, last night Understand and use vocabulary such as: how, why, because, find out, I wonder what, if, when, why? Understand and use vocabulary such as: I can see, I saw, same, different, similar, change, what happened? because, explain	people & objects • Explore, use & refine colour mixing techniques • Use colour for purpose, including creating moods Creating with Materials • Develop own ideas through experime ntation with diverse materials to express & communi cate their discoveries & understanding	access, understand and interact with a range of technologie s	on their own, increasing ly matching the pitch & following the melody Appraisin g • Listen attentivel y, move to & talk about music, expressin g their feelings & responses • Respond imaginativ ely to music e.g. this music sounds like dinosaurs Composin g • Choose particular movemen ts, instrumen ts/sounds for their own imaginativ e purposes • Explore & engage	differences between themselves & others, & among families, cultures & traditions • Knows that other children do not always enjoy the same things, & is sensitive to this

R.M.S.			T			T T		
	100						in music making &	
HODIST SC							dance,	
Doing all the good w	ecan						performin g solo or	
							in groups	
Season	All about us!	Harvest Festival	Hallow	Autum	Bonfire Night	Childre	St Andrews Day	
s and	Our families	Black History Month –	een	n	story	n in	Christmas	
Celebr ation	Birthdays	Inspirational role models			Remembrance	Need	Hannukah	
Stimulus	-		Harvest		Divali			
			Festival					
PSHE	Why are we special?				Why are other people	special?		
	I Belong				Is Good to Share			
	Super Me!				Fabulous Friends			
Christia	Thankfulness			Trust				
n								
Values								

RICHMOND













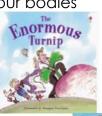


Pirate Stories





Farming Being healthy/healthy eating/looking after our bodies







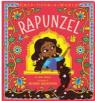




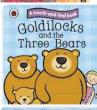


















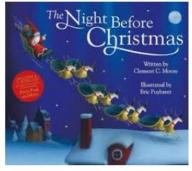




versions of FT





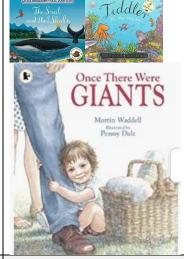




Lourney stories e.g. Rosie's Walk,

Doing all the good we co











https://www.seeandeat.org/ ebooks/

C&L Listenin

n and

Underst anding

Listens to others in one-to-one or small groups, when conversation interests

attention. Attentio

Focusing attention- can still listen or do but can change their own focus of

Is able to follow directions.

Understands the use of objects.

Responds to instructions with more elements.

C&L Speakin g

Builds up vocabulary that reflects the breadth of their experiences Uses talk in pretending that objects stand for something else in play, e.g. This box is my castle

Uses talk to explain what is happening and anticipate what might happen next

Uses intonation, rhythm and phrasing to make the meaning clear to others Talks more extensively about things that are of particular importance to them



Listens to favourite stories with increasing attention and recall. Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories.

Shows understanding of prepositions.

Beginning to understanding why and how questions.

Able to use language in recalling past experiences

Can retell a simple past event in correct order (e.g. went down slide, hurt finger)

Questions why things happen and gives explanations. Asks e.g. who, what, when, how

Beginning to use a range of tenses (e.g. play, playing, will play, played)

Beginning to use more complex sentences to link thoughts (e.g. using and, because)

RICHMON	D
P M S	۱
H.W.S.	

P,S and E D Self Regulat ion	Expresses a wide range of feelings in their interactions with others and through their behaviour and play, including excitement and anxiety, guilt and self-doubt. Talks about how others may be feeling according to their understanding of the other person's needs and wants.	Understands that expectations vary depending on different events, social situations and changes in routine, and becomes more able to adapt their behaviour in favourable conditions. Is more able to recognise the impact of their choices and behaviours/actions on others and knows that some actions and words can hurt others.
P,S and E D Managi ng Self	Is becoming more aware of the similarities and differences between themselves and others in more detailed ways and identifies them self in relation to social groups and to their peers. Enjoys a sense of belonging through being involved in daily tasks. Shows their confidence and self-esteem through being outgoing towards people, taking risks and trying new things or new social situations and being able to express their needs and ask adults for help. Can tell adults when hungry, full up or tired or when they want to rest, sleep or play Takes practical action to reduce risk, showing their understanding that equipment and tools can be used safely Can wash and can dry hands effectively and understands why this is important Can name and identify different parts of the body	Is sensitive to other's messages of appreciation or criticism. Is aware of being evaluated by others and begin to develop ideas about themselves according to the messages they hear from others. Observes and can describe in words or actions the effects of physical activity on their bodies. Observes and controls breath, able to take deep breaths, scrunching and releasing the breath Willing to try a range of different textures and tastes and expresses a preference. Can mirror the playful actions or movements of another adult or child Gains more bowel and bladder control and can attend to toileting needs most of the time themselves. Knows that information can be retrieved from digital devices and the internet.
P,S and E D Building Relatio nships	Seeks out companionship with adults and other children, sharing experiences and play. Uses their experiences of adult behaviours to guide their social relationships and interactions. Enjoys playing alone, alongside and with others, inviting others to play and attempting to join other's play.	Shows increasing consideration of other people's needs and gradually more impulse control. Practice skills of assertion, negotiation and compromise and looks to a supportive adult for help in resolving.
PD Gross Motor Skills	Runs with spatial awareness and negotiates space successfully, adjusting speed or direction to avoid obstacles Creates lines and circles pivoting from the shoulder and elbow	Climbs stairs, steps and moves across climbing equipment using alternate feet. Maintains balance using hands and body to stabilise Walks down steps or slopes whilst carrying a small object, maintaining balance and stability Can balance on one foot or in a squat momentarily, shifting body weight to improve stability Can grasp and release with two hands to throw and catch a large ball, beanbag or an object

R	I C	H	M	0	N	D
	R	. r	л.	S	-	

PD Fine Motor Skills	Manipulates a range of tools and equipment in one hand, tools include paintbrushes, scissors, hairbrushes, toothbrush, scarves or ribbons	Manipulates a range of tools and equipment in one hand, tools include paintbrushes, scissors, hairbrushes, toothbrush, scarves or ribbons
L Compr ehensio n	Listen and enjoy sharing a range of books. Hold a book correctly, handle with care and turn pages from front to back and recognise front and back cover. Know that print carries meaning and in English, is read from left to right and top to bottom. Know the difference between text and illustrations. Enjoy joining in with rhyme, songs and poems. Join in with repeated refrains and key phrases.	Engage in conversation and can answer questions when reading wordless fiction and nonfiction books. Respond to 'who', 'where' 'what' and 'when' questions linked to text and illustrations. Talk about events, feelings, main characters, where a story is set and recognise links to own life experiences
L Word Readin g	Listens to and joins in with stories and poems, when reading one-to-one and in small groups. Shows interest in illustrations and words in print and digital books and words in the environment Recognises familiar words and signs such as own name, advertising logos and screen icons	Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories Begins to be aware of the way stories are structured, and to tell own stories Talks about events and principal characters in stories and suggests how the story might end Looks at and enjoys print and digital books independently
L Writing	Makes up stories, play scenarios, and drawings in response to experiences, such as outings Sometimes gives meaning to their drawings and paintings Shows interest in letters on a keyboard, identifying the initial letter of their own name and other familiar words Ascribes meanings to signs, symbols and words that they see in different places, including those they make themselves	Includes mark making and early writing in their play Imitates adults' writing by making continuous lines of shapes and symbols (early writing) from left to right Attempts to write their own name, or other names and words, using combinations of lines, circles and curves, or letter-type shapes Begins to make letter-type shapes to represent the initial sound of their name and other familiar words
M Numbe r	Compares two small groups of up to five objects, saying when there are the same number of objects in each group, e.g. You've got two, I've got two. Same! Points or touches (tags) each item, saying one number for each item, using the stable order of 1,2,3,4,5. Uses some number names and number language within play, and may show fascination with large numbers Begin to recognise numerals 0 to 10 Beginning to recognise that each counting number is one more than the one before Responds to both informal language and common shape names • Shows awareness of shape similarities and differences between objects Enjoys partitioning and combining shapes to make new shapes with 2D and 3D shapes	May enjoy counting verbally as far as they can go Counts up to five items, recognising that the last number said represents the total counted so far (cardinal principle) Links numerals with amounts up to 5 and maybe beyond Explores using a range of their own marks and signs to which they ascribe mathematical meanings In meaningful contexts, finds the longer or shorter, heavier or lighter and more/less full of two items Recalls a sequence of events in everyday life and stories Responds to and uses language of position and direction Predicts, moves and rotates objects to fit the space or create the shape they would like



M Numbe r Patterns	Attempts to create arches and enclosures when building, using trial and improvement to select blocks Subitises one, two and three objects (without counting) Creates their own spatial patterns showing some organisation or regular Explores and adds to simple linear patterns of two or three repeating ite e.g. stick, leaf (AB) or stick, leaf, stone (ABC) Joins in with simple patterns in sounds, objects, games and stories dance movement, predicting what comes next Chooses items based on their shape which are appropriate for the child purpose					
Master the Curricul um	will not find ma	s to get to know y iths planning, ther	e are maths	Week 4 Just Like Me	Week 5	Week 6
	Castle number assessment to 25 How old are you Maths about me Favourite animal and count Colour favourite pet Count the pets Colour and count favourite fruit Match fruits Make a pattern with favourite colours	Favourite book – focus on Goldilocks activities Colour and count the characters – ten frame Colour by number How many can you see? Count how many Colour favourite character and count Puzzle number strips	Favourite nursery rhymes-focus on Humpty Dumpty Positional language and sequence Sequencing day Sequence Humpty Dumpty Favourite meals and sequencing Humpty Dumpty Number game	Identify matching buttons Identify matching socks Describe size and shapes of lids Sorting buttons in groups Collecting natural material and sorting		AB Patterns with natural objects AB Patterns with household items AB shape patterns Spot the mistake in repeated pattern Patterns using body and movement

RICHMOND R.M.S.

U the W Past and Present	Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world.					Talk about why things happen and how things work.	
U the W People, Culture and Comm unities	Mapping Draw information from a simple map -children choose to draw maps from real/imaginary settingschildren makes observations about their immediate environmentchildren use new and appropriate vocabulary. People and Communities Show interest in the lives of people who are familiar to them. Remember and talk about significant events in their own experience. Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends and family.	Shows interests in different occupations and ways of life indoors and outdoors. Recognise and describe special times or events for family and friends.	Enjoy joining in with family customs and routines.	Show interest in the lives of people who are familiar to them. Shows interests in different occupations and ways of life indoors and outdoors.	Enjoy joining in with family custom s and routines	Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, moveme nt or new images.	Enjoy joining in with family customs and routines.
U the W The Natural World		Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world		Comments and asks questions about aspects of their familiar world such as the place where			Shows care and concern for living things and the environment.

R	ICHMONI)
	P M S	
	H.IM.5.	

ي ي		T 11 1 1 11 11 11 11 11 11 11 11 11 11 1						
		Talks about why things			they live or the			
		happen and how things			natural world.			
		work						
		Developing an						
		understanding of growth,						
		decay and changes over						
		time						
		Shows care and concern						
		for living things and the						
		environment						
		Begin to understand the						
		effect their behaviour can						
		have on the environment						
EA&D	Continues to explore	Continues to explore	Uses	Plays	Uses various	Explore	Plays	Sings familiar songs.
Creatin	moving in a range of ways.	colour and how colours	tools for	with a	construction	s and	with a	
g with	Develops an understanding	can be changed.	а	range	materials.	learns	range of	Enjoys joining in with
Materia	of using lines to enclose a		purpose	of		how	materials	moving, dancing and ring
Is	space, and begins to use		٠	material		sounds	to learn	games.
	drawing to represent			s to		and	cause	
	actions and objects based			learn		movem	and	Sings familiar songs.
	on imagination,			cause		ents	effect.	
	observation and			and		can be		
	experience.			effect.		chang		
	Future totals with 1986					ed.		
	Enjoys joining in with moving, dancing and ring					Sings		
	games.					familiar		
	garries.					songs.		
						sorigs.		
						Taps		
						out		
						simple		
						repeat		
						ed		
						pattern		
						S.		
						Develo		
						ps an		

R	l	C	Н	M	0	N	
		_			_	1	1
	Ŀ	R	. !	٧ı.	5		

R.M.S.							
					underst anding of how to create and use sounds intentio nally.		
EA & D Being Imagin ative and Expressi ve	Creates sounds, movements, drawings to accompany stories. Plays along side children who are engaged on the same theme. Engages in imaginary play based on own ideas or first hand or peer experiences.	Experiments and creates movement in response to music, stories and ideas.	Notices what other children and adults do Experim ents and creates movem ent in respons e to music, stories and ideas.	Uses movement and sounds to express experiences, expertise, ideas and feelings.	Sings to self and make up simple songs.	Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, moveme nt or new images.	Uses available resources to create props or creates imaginary ones to support play.

