## Year R Medium Term Topic Planning - Autumn 1 Weeks 4 - 8

Reading	Writing / Mark making	Letters and sounds	Communication and Language
<ul> <li>Shared reading</li> <li>Share Harry and the Bucketful of Dinosaurs . Next day find a box with dinosaurs in.</li> <li>Harry and the Dinosaurs say Raahh!</li> <li>Harry and the Robots.2 weeks (Model book use, discuss possible story endings, illustrations, characters)</li> <li>Story time focus books Books of the week:</li> <li>Wk 3 We're going on a Bear Hunt Wk 4 The very Hungry caterpillar</li> <li>Wk 5 Room on the Broom</li> <li>Wk 6 Where the Wild things are</li> <li>Wk 7 Zog</li> <li>Wk 8 Dinosaurs love underpants</li> <li>Independent reading - Topic books non fiction books about dinosaurs. Chn to visit library and find own non-fiction book and identify where they are kept in the library.</li> </ul>	<ul> <li>Label clay model of dinosaur with post its focussing on initial sounds.</li> <li>Write a shopping list for harry and the dinosaurs.</li> <li>Tracing dinosaur pictures</li> <li>Mark making on whiteboards</li> <li>Handwriting patterns for dinosaurs to walk along</li> </ul>	Week 2- start phonics Phase 1/2 Jolly phonics Week 4 - begin Phase 2 sounds alongside alliteration.	•Role play with plastic dinosaurs and props • 'All about me bag' • Feely bag - Describe dinosaurs from the box ie, spiky, smooth
Mathematics	Physical Development	Understanding the World	
<ul> <li>Counting dinosaurs up to 10 &amp; 20</li> <li>Matching objects to numerals up to 10/20</li> <li>Practical dinosaur problems</li> <li>Sort dinosaurs using a given criteria</li> <li>More/ less game</li> <li>1 more/1 less - dentist removing teeth</li> <li>Direct robot with positional language to move it</li> <li>2D shapes to make own robot</li> </ul>	Continuous planning Chn to create a class Robot dance using sharp staggered movements. Encourage it to follow a steady beat. Lets Learn with Harry Hook - Dinosaur footprint hunt. Outcome - Model Dinosaurs	<ul> <li>When making robots er consider different tools techniques and evaluate</li> <li>explore clay and discus soft to hard once cooked</li> <li>Digging for fossils and</li> </ul>	and joining their decisions. s the changes from d.
Personal, Social and Emotional Development	Expressive arts and design Development Dance, Music & Singing	Expressive arts and design Development Art	
<ul> <li>Circle Time: Discuss families- are they like Harry's?</li> <li>Circle time - looking after other peoples belongings</li> <li>Circle time - Talk about teeth hygiene and why harry has to visit the dentist</li> <li>PSHE - New Beginnings: I can tell you when I am feeling happy or sad. I can tell you something special about me. I can tell you something special about me. I can tell you uff I am happy/sad/excited or scared. I can tell you if I am happy/sad/excited or upset. I know how to be kind to people who are new or visiting the classroom. I know that everyone can feel the same in the world.</li> </ul>	<ul> <li>Romp in the Swamp- chn to create own music for harry to do hid noisy capture dance.</li> <li>Musical instruments to recreate dinosaur noises.</li> <li>Dinosaur songs - Sing up website</li> </ul>	<ul> <li>Paint pictures of the dinosaurs using thick and thin brushes. Model the skills for paining.</li> <li>Make a lost poster for Harry to find his dinosaurs.</li> <li>Play dough dinosaurs</li> <li>Clay dinosaurs</li> <li>Dinosaur fun Usbourne pre-school activity:</li> <li>Printing t-rex</li> <li>stand up paper diplodocus</li> <li>finger printing stegosaurus</li> </ul>	
Understanding the World <b>Technology</b>	Expressive arts and design Development Role-play / puppets	Construction /	
<ul> <li>Harry DVDs</li> <li>Story CD's</li> <li>Beebots</li> <li>Classroom computers - Percy's computer</li> </ul>	Role play - Harry's House • Make the dinosaurs breakfast • Act out the Harry stories	<ul> <li>Builders trays - Make F</li> <li>Make a cage to capture</li> <li>IN THE SWAMP BOOK</li> <li>Dinosaur land</li> </ul>	

club.	Make dinosaur puppets and act out story with theatre	•
Cooking	Outdoor Opportunities	Sand / Water
Harvest bread-making UW	Continuous provision	Sand dinosaur land with natural resources Fossil hunt Wash the dinosaurs
	erm Topic Planning - Au s Learn with Harry obje	
Literacy - Reading	Literacy - Writing	Communication and Language
<ul> <li>22-36 has some favourite stories and rhymes, songs, poems or jingles</li> <li>repeats words or phrase from familiar stories.</li> <li>fills in the missing words or phrase in a known rhyme, story or game</li> <li>30-50 enjoys rhyming and rhythmic activities</li> <li>shows awareness of rhyme and alliteration</li> <li>recognises rhythm in spoken words.</li> <li>listens to and joins in with stories and poems 1:1 and also in small groups.</li> <li>shows interest in illustrations and print in books and print in the environment.</li> <li>recognises familiar words and signs such as own name and advertising logo's</li> <li>looks at books independently</li> <li>holds books the correct way up and turns pages</li> <li>40-60</li> <li>Enjoys an increasing range of books.</li> <li>Knows that information can be retrieved from books and computers.</li> <li>Uses vocabulary and forms of speech that are increasingly influenced by their experiences of books.</li> </ul>	<ul> <li>PD - Moving and Handling</li> <li>= 22-36 Beginning to use three fingers tripod grip for writing tools.</li> <li>imitate drawing simple shapes such as circles and lines.</li> <li>= maybe beginning to show preference for dominant hand.</li> <li>= 30-50 draw lines and circles using gross motor movements.</li> <li>= uses one handed tools and equipment</li> <li>= Holds pencil between thumb and two fingers, no longer using whole hand grasp.</li> <li>= can copy some letters eg, letters from their name</li> <li>= 40-60 Begin to use anti clockwise movement and retrace vertical lines</li> <li>L- Writing</li> <li>= 22-36 Distinguish between the different marks they make.</li> <li>= 30-50 Sometimes give meaning to marks that they draw and paint.</li> <li>= Ascribe meaning to marks that they see in different places.</li> <li>= 40-60 Gives meaning to marks as they draw write and paint</li> </ul>	<ul> <li>Listening and attention</li> <li>22-36 Shows Interest in play with Sounds, songs and rhymes</li> <li>30-50 Listen to stories with increasing attention and recall.</li> <li>Listen to others in one-to one or small groups when conversation interests them.</li> <li>Focusing attention - still listen or do, but can shift own attention.</li> <li>Is able to follow directions (if not intently focused on own choice of activity.</li> <li>40-60 Maintains attention, concentrates and sits quietly during appropriate activity.</li> <li>40-60 Maintains attention, concentrates and sits quietly during appropriate activity.</li> <li>40-60 Maintains attention, concentrates and sits quietly during appropriate activity.</li> <li>40-60 Responds to simple instructions.</li> <li>Begginning to understand why and 'how' questions.</li> <li>40-60 Responds to instructions involving a two-part sequence.</li> <li>Speaking</li> <li>30-50 Beginning to use more complex sentences to link thoughts (e.g. using and, because).</li> <li>Can retell a simple past event in correct order (e.g. went down slide, hurt friger).</li> <li>Uses talk to connect ideas, explain what is happening and anticipate what might happen next, recall and relive past experiences.</li> <li>Questions why things happen and gives explanations. Asks e.g. who, what, when, how.</li> <li>Uses a range of tenses (e.g. play, playing, will play, played).</li> <li>Uses intonation, rhythm and phrasing to make the meaning clear to others.</li> <li>Uses subulary focused on objects and people that are of particular importance to them.</li> <li>Builds up vacabulary that reflects the breadth of their experiences.</li> <li>Uses talk in pretending that objects stand for something else in play, e.g., This box is my castle.'</li> <li>40-60 Uses language to imagine and recreate roles and experiences in play situations.</li> <li>Uses talk to organise, sequence and clarify thinking, ideas, feelings and events.</li> <li>Introduces a storyline or narrative into their play</li> </ul>
Mathematics	Physical Development Gross Motor	Understanding the World
<ul> <li>Numbers</li> <li>30-50 Uses some number names and number language spontaneously.</li> <li>Uses some number names accurately in play.</li> <li>Recites numbers in order to 10.</li> <li>Knows that numbers identify how many objects are in a set.</li> <li>Beginning to represent numbers using fingers, marks on paper or pictures.</li> <li>Sometimes matches numeral and quantity correctly.</li> <li>Shows curiosity about numbers by offering comments or asking questions.</li> <li>Compares two groups of objects, saying when they have the same number.</li> <li>Shows an interest in numerals in the environment.</li> <li>Shows an interest in numerals in the environment.</li> <li>Shows an interest in numerals of personal significance.</li> <li>Realises not only objects, but anything can be counted, including steps, claps or jumps.</li> <li>40-60 Recognise some numerals of personal significance.</li> <li>Recognises numerals 1 to 5.</li> <li>Counts up to three or four objects by saying one number name for each item.</li> <li>Counts out up to six objects from a larger group.</li> <li>Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.</li> <li>Counts an inregular arrangement of up to ten objects.</li> <li>Estimates how many objects they can see and checks by counting them.</li> <li>Uses the language of 'more' and 'fewer' to compare two sets of objects</li> </ul>	Health and self care = 30-50 Observes the effects of activity on their bodies. = Understands that equipment and tools have to be used safely. = 40-60 Shows some understanding that good	<ul> <li>People and communities</li> <li>30-50 Remembers and talks about significant events in their own experience.</li> <li>Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family.</li> <li>The world</li> <li>Can talk about some of the things they have observed such as plants, animals, natural and found objects.</li> <li>Talk about why things happen and how things work.</li> <li>Develop an understanding of growth, decay and changes over time.</li> </ul>
<ul> <li>Shape, space and measure</li> <li>30-50 Shows an interest in shape and space by playing with shapes or making arrangements with objects.</li> <li>Shows awareness of similarities of shapes in the environment.</li> <li>Uses positional language.</li> <li>Shows interest in shape by sustained construction activity or</li> </ul>		

<ul> <li>by talking about shapes or arrangements.</li> <li>Shows interest in shapes in the environment.</li> <li>Uses shapes appropriately for tasks.</li> <li>Beginning to talk about the shapes of everyday objects, e.g. 'round and 'tall'.</li> <li>40-60 Can describe their relative position such as 'behind' or 'next to'.</li> <li>Uses everyday language related to time.</li> </ul>	
<ul> <li>Orders and sequences familiar events.</li> </ul>	

Personal, Social and Emotional Development	Expressive arts and design - Dance, Music and Singing	Expressive arts and design Development Art
<ul> <li>Making relationships</li> <li>30-50 Can play in a group, extending and elaborating play ideas</li> <li>Initiates Play, offering cues to peers to join them.</li> <li>Keeps play going by responding to what others are saying or doing.</li> <li>Demonstrates friendly behaviour, initiating conversations and forming good relationships with peers and familiar adults.</li> <li>40-60 Initiates conversations, attends to and takes account of what others say.</li> <li>Explains own knowledge and understanding, and asks appropriate questions of others.</li> <li>Self confidence &amp; self awareness</li> <li>30-50 Welcomes and values praise for what they have done.</li> <li>Is more outgoing towards unfamiliar people and more confident in new social situations.</li> <li>40-60 Confident to speak to others about own needs, wants, interests and opinions.</li> <li>Can describe self in positive terms and talk about abilities.</li> <li>Managing feelings and behaviour</li> <li>30-50 Aware of own feelings.</li> <li>Can usually adapt behaviour to different events, social situations and changes in routine.</li> <li>40-60 Understands that own actions affect other people.</li> <li>Aware of boundaries set, and of behaviour alexpectations in the setting.</li> </ul>	<ul> <li>Exploring and using media and materials</li> <li>30-50 Beginning to move rhythmically.</li> <li>Imitates movement in response to music.</li> <li>Taps out simple repeated rhythms.</li> <li>40-50 Begins to build a repertoire of songs and dances.</li> <li>Explores the different sounds of instruments.</li> <li>Being Imaginative</li> <li>30-50 Uses movement to express feelings.</li> <li>Creates movement in response to music.</li> <li>Captures experiences and responses with a range of media such as music, dance and paint and other materials or words.</li> <li>40-60 Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.</li> </ul>	<ul> <li>Exploring and using media and materials</li> <li>30-50</li> <li>Explores colour and how colours can be changed.</li> <li>Uses various construction materials.</li> <li>Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.</li> <li>Joins construction pieces together to build and balance.</li> <li>40-60 Explore what happens when they mix colours.</li> <li>Experiments to create different textures.</li> <li>Manipulates materials to achieve a planned effect.</li> <li>Constructs with a purpose in mind, using a variety of resources.</li> <li>Uses simple tools and techniques competently and appropriately.</li> <li>Selects appropriate resources and adapts work where necessary.</li> </ul>
Understanding the World <b>Technology</b>	Expressive arts and design Development Role-play / puppets	Construction / small world
30-50 Know how to operate simple equipment. 40-60 Complete a simple programme on a computer. Use ICT hardware to interact with age-appropriate computer software.	<ul> <li>Being Imaginative</li> <li>30- 50 Notice what adults do, imitating what is observed and then doing it spontaneously when the adult is not there.</li> <li>Use available resources to create props to support role-play.</li> <li>Engage in imaginative play and role play base on own first hand experiences.</li> <li>40-60 Create Simple representations of events, people and objects.</li> <li>Introduces a storyline or narrative into their play.</li> <li>Plays alongside other children who are engaged in the same theme.</li> <li>Plays cooperatively as part of a group to develop and act out a narrative.</li> </ul>	Expressive arts and design Development - Being Imaginative • Use available resources to create props to support role-play. UW - The World • Enjoy playing with small-world models such as a farm, a garage, or a train track.