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

Year R Medium Term Topic Planning - Autumn 1 Weeks 4 - 8			
Reading	Writing / Mark making	Letters and sounds	Communication and Language
Shared reading  Share Harry and the Bucketful of Dinosaurs. Next day find a box with dinosaurs in.  Harry and the Dinosaurs say Raahh!  Harry and the Robots.2 weeks (Model book use, discuss possible story endings, illustrations, characters)  Story time focus books Books of the week:  Wk 3 We're going on a Bear Hunt Wk 4 The very Hungry caterpillar Wk 5 Room on the Broom Wk 6 Where the Wild things are Wk 7 Zog Wk 8 Dinosaurs love underpants  Independent reading - Topic books non fiction books about dinosaurs. Chn to visit library and find own non-fiction book and identify where	Label clay model of dinosaur with post its focussing on initial sounds.  Write a shopping list for harry and the dinosaurs.  Tracing dinosaur pictures  Mark making on whiteboards  Handwriting patterns for dinosaurs to walk along	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
they are kept in the library.  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	When making robots er consider different tools techniques and evaluate     explore clay and discus soft to hard once cooked     Digging for fossils and	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	
Circle Time: Discuss families- are they like Harry's?  Circle time - looking after other peoples belongings  Circle time - Talk about teeth hygiene and why harry has to visit the dentist  PSHE - New Beginnings: I can tell you when I am feeling happy or sad. I can tell you something about myself I can tell you something special about me. I can tell you if I am happy/sad/excited or scared. I can tell you if I am happy/sad/excited or scared. I can calm myself down when I feel scared 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.	<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  Technology	Expressive arts and design Development Role-play / puppets	Construction / small world	
<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	Builders trays - Make Primeval forest     Make a cage to capture the snake in ROMP IN THE SWAMP BOOK     Dinosaur land	

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



Uses positional language.

 $\,\blacksquare\,$  Shows interest in shape by sustained construction activity or

## Year R Medium Term Topic Planning - Autumn 1 Weeks 4 - 8 Lets Learn with Harry objectives

Let's Learn with Flairly objectives				
Literacy - Reading	Literacy - Writing	Communication and Language		
== 22-36 has some favourite stories and rhymes, songs, poems or jingles == repeats words or phrase from familiar stories. == fills in the missing words or phrase in a known rhyme, story or game == 30-50 enjoys rhyming and rhythmic activities == shows awareness of rhyme and alliteration == recognises rhythm in spoken words. == listens to and joins in with stories and poems 1:1 and also in small groups. == shows interest in illustrations and print in books and print in the environment. == recognises familiar words and signs such as own name and advertising logo's == looks at books independently == holds books the correct way up and turns pages == 40-60 == Enjoys an increasing range of books. == Knows that information can be retrieved from books and computers. == Uses vocabulary and forms of speech that are increasingly influenced by their experiences of books.	PD - Moving and Handling  = 22-36 Beginning to use three fingers tripod grip for writing tools.  = imitate drawing simple shapes such as circles and lines.  = maybe beginning to show preference for dominant hand.  = 30-50 draw lines and circles using gross motor movements.  = uses one handed tools and equipment  = Holds pencil between thumb and two fingers, no longer using whole hand grasp.  = can copy some letters eg, letters from their name  = 40-60 Begin to use anti clockwise movement and retrace vertical lines  L- Writing  = 22-36 Distinguish between the different marks they make.  = 30-50 Sometimes give meaning to marks that they draw and paint.  = Ascribe meaning to marks that they see in different places.  = 40-60 Gives meaning to marks as they draw write and paint	Listening and attention  1 22-36 Shows Interest in play with Sounds, songs and rhymes  2 30-50 Listen to stories with increasing attention and recall.  1 Listen to others in one-to one or small groups when conversation interests them.  1 Focusing attention – still listen or do, but can shift own attention.  1 Is able to follow directions (if not intently focused on own choice of activity.  1 40-60 Maintains attention, concentrates and sits quietly during appropriate activity.  2 Understanding  1 30-50 Responds to simple instructions.  2 Beginning to understand why and 'how' questions.  2 40-60 Responds to instructions involving a two-part sequence.  3 Speaking  2 30-50 Beginning to use more complex sentences to link thoughts (e.g. using and, because).  3 Can retell a simple past event in correct order (e.g. went down slide, hurt finger).  3 Uses talk to connect ideas, explain what is happening and anticipate what might happen next, recall and relive past experiences.  3 Questions why things happen and gives explanations. Asks e.g. who, what, when, how.  3 Uses a range of tenses (e.g. play, playing, will play, played).  3 Uses intonation, rhythm and phrasing to make the meaning clear to others.  3 Uses vocabulary focused on objects and people that are of particular importance to them.  3 Builds up vocabulary that reflects the breadth of their experiences.  3 Uses talk in pretending that objects stand for something else in play, e.g., This box is my castle.'  4 0-60 Uses language to imagine and recreate roles and experiences in play situations.  3 Uses talk to organise, sequence and clarify thinking, ideas, feelings and events.		
Mathematics	Physical Development Gross Motor	Understanding the World		
Numbers  30-50 Uses some number names and number language spontaneously.  Wese some number names accurately in play.  Recites numbers in order to 10.  Knows that numbers identify how many objects are in a set.  Beginning to represent numbers using fingers, marks on paper or pictures.  Sometimes matches numeral and quantity correctly.  Shows curiosity about numbers by offering comments or asking questions.  Compares two groups of objects, saying when they have the same number.  Separates a group of three or four objects in different ways, beginning to recognise that the total is still the same.  Shows an interest in numerals in the environment.  Shows an interest in representing numbers.  Realises not only objects, but anything can be counted, including steps, claps or jumps.  40-60 Recognise some numerals of personal significance.  Recognises numerals 1 to 5.  Counts up to three or four objects by saying one number name for each item.  Counts objects to 10, and beginning to count beyond 10.  Counts out up to six objects from a larger group.  Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.  Counts an irregular arrangement of up to ten objects.  Counts an irregular arrangement of up to ten objects.  Stimates how many objects they can see and checks by counting them.  Uses the language of 'more' and 'fewer' to compare two sets of objects  Shape, space and measure  30-50 Shows an interest in shape and space by playing with shapes or making arrangements with objects.	Moving and Handling  1 30-50 Move freely with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.  1 Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles.  1 40-60 Negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.  2 ELG Children show good control and coordination in large and small movements.  Health and self care  30-50 Observes the effects of activity on their bodies.  1 Understands that equipment and tools have to be used safely.  40-60 Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health.	People and communities  30-50 Remembers and talks 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 or family.  The world  Can talk about some of the things they have observed such as plants, animals, natural and found objects.  Talk about why things happen and how things work.  Develop an understanding of growth, decay and changes over time.		

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

Personal, Social and Emotional Development	Expressive arts and design - Dance, Music and Singing	Expressive arts and design Development Art
Making relationships  30-50 Can play in a group, extending and elaborating play ideas  Initiates Play, offering cues to peers to join them.  Keeps play going by responding to what others are saying or doing.  Demonstrates friendly behaviour, initiating conversations and forming good relationships with peers and familiar adults.  40-60 Initiates conversations, attends to and takes account of what others say.  Explains own knowledge and understanding, and asks appropriate questions of others.  Self confidence & self awareness  30-50 Welcomes and values praise for what they have done.  Is more outgoing towards unfamiliar people and more confident in new social situations.  40-60 Confident to speak to others about own needs, wants, interests and opinions.  Can describe self in positive terms and talk about abilities.  Managing feelings and behaviour  30-50 Aware of own feelings, and knows that some actions and words can hurt others' feelings.  Can usually adapt behaviour to different events, social situations and changes in routine.  40-60 Understands that own actions affect other people.  Aware of boundaries set, and of behavioural expectations in the setting.	Exploring and using media and materials  1 30-50 Beginning to move rhythmically.  1 Imitates movement in response to music.  1 Taps out simple repeated rhythms.  1 40-50 Begins to build a repertoire of songs and dances.  1 Explores the different sounds of instruments.  1 Being Imaginative  1 30-50 Uses movement to express feelings.  1 Creates movement in response to music.  1 Captures experiences and responses with a range of media such as music, dance and paint and other materials or words.  1 40-60 Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.	Exploring and using media and materials 30-50  Explores colour and how colours can be changed.  Uses various construction materials.  Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.  Joins construction pieces together to build and balance.  Constructs what happens when they mix colours.  Experiments to create different textures.  Manipulates materials to achieve a planned effect.  Constructs with a purpose in mind, using a variety of resources.  Uses simple tools and techniques competently and appropriately.  Selects appropriate resources and adapts work where necessary.
Understanding the World  Technology	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.	Being Imaginative  1 30-50 Notice what adults do, imitating what is observed and then doing it spontaneously when the adult is not there.  1 Use available resources to create props to support role-play.  1 Engage in imaginative play and role play base on own first hand experiences.  1 40-60 Create Simple representations of events, people and objects.  1 Introduces a storyline or narrative into their play.  1 Plays alongside other children who are engaged in the same theme.  1 Plays cooperatively as part of a group to develop and act out a narrative.	Expressive arts and design Development - Being Imaginative  Use available resources to create props to support role-play.  UW - The World  Figure 1