

## MATHEMATICS AND NUMERACY

- Numbers to 20 and beyond
- Counting forwards and backwards
- Measuring
- Ordinal numbers
- Adding 1 or 2 more
- Partitioning numbers to 5/10
- Money – coin recognition
- Ordering 3 numbers
- Time – vocabulary
- Subtracting 2 or 3 from a number
- Number songs/rhymes
- Welsh counting

## EXPRESSIVE ARTS

- Role play
- Explore a range of sound sources and experiment with different ways of making and organising sounds
- Explore and express a range of moods and feelings through movement
- Explore and experiment with a variety of techniques and materials
- Develop and use their understanding of colour, line, time, texture, pattern, shape and form

## LANGUAGES, LITERACY AND COMMUNICATION

- Listen to a variety of stories
- Respond to stories (Big Talk/Write)
- Look at fiction/non-fiction books
- Speaking and listening
- Forming letters correctly
- High frequency words
- Initial sounds in simple words
- Building CVC words
- Sentence building
- Recall of information
- Thinking of own sentences
- Story sequencing/mapping
- Incidental welsh language
- Simple dialogue /songs/stories



### Reception

What a Wonderful World

### Our Learning Goal

To create a 'Flavours of the World' carnival for year 5/6 pupils.

## HUMANITIES

- Compare Chepstow and other places in the world
- Look at different environments in different places - animals, habitat and plant growth
- Use maps
- Celebration of Eisteddfod
- Developing independence
- Thinking skills
- Looking after each other/ getting on
- Looking at other cultures
- Welsh weather

### Four Key Purposes of the curriculum are to develop:

- *ambitious, capable learners*
- *enterprising, creative contributors,*
- *ethical, informed citizens of Wales and the world ,*
- *healthy, confident individuals.*

## HEALTH AND WELLBEING

- Dance – dragon dance Chinese new year
- Moving with confidence around the school
- Stopping and starting on command
- Balancing on body parts
- Creating sequence with beginning middle and end
- Listen to instructions
- Outside play activities
- Developing gross/fine motor skills
- Use of small apparatus
- Use of large balls/beanbags/develop throwing skills

## SCIENCE AND TECHNOLOGY

- Look at what plants need to grow(how are they affected by different climates)
- STEM – investigating climate change and how it changes the landscape of Antarctica.
- ICT identify parts of computer
- ICT – use of photographic devices in role play ICT – begin to identify information as text or numbers
- ICT – use Seesaw to develop maths and literacy skills.
- Begin to understand ownership over work they have created