



Respect Resilience Responsibility

# Curriculum Information for Reception—Spring 2020

## What we will learn this half term...

At Highcliffe Primary we believe a child learns best through child initiated play where they can build important life skills such as curiosity, concentration, creativity, problem-solving, use of their imagination and persistence through purposeful play experiences.

Although we follow the child's lead and recognise each child's different starting points, below are some of the key aspects of a child's development we will be encouraging through play this half term.

We hope our curriculum information supports you in encouraging your child's development at home.



### Communication and Language

- Maintains attention, concentrates and sits quietly during appropriate activity.
- Shows understanding of prepositions—behind, next to, behind etc.
- Uses language to imagine and recreate roles in play situations.



### Physical Development

- Shows increasing control over an object in pushing, patting, throwing and catching or kicking it.
- Travels with confidence and skill around, under, over and through balancing and climbing equipment.

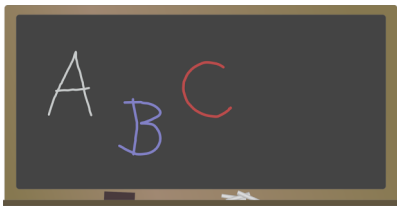
### Personal Social and Emotional Development



- Confident to speak to others about own needs, wants, interests and opinions.
- Understands that their own actions affect other people.
- Explains own knowledge and understanding and asks appropriate questions of others.

### Literacy

- Uses vocabulary and forms of speech that are increasingly influenced by their experiences of books.
- Continues a rhyming string.
- Can segment sounds in simple words and blend them together.



### Mathematics

- Finds the total number of items by counting them all together.
- Beginning to use mathematical names for solid 3D shapes and flats 2D shapes.
- Selects a particular named shape.
- Can describe their relative positional language .



### Understanding of the World

- Recognises and describes special times or events for family or friends.
- Talk about the features of their own immediate environment and how environments might vary from one to another.
- Completes a simple programme on a computer.



### Expressive Arts and Design

- Uses available resources to create props to support role play.
- Selects tools and techniques needed to shape, assemble and join materials they are using.
- Introduces a storyline or narrative into their play.

