Mowlem Primary School Curriculum Overview 2025-2026 Reception

	Autumn Term		Spring Term		Summer Term	
	Autumn 1 All About Me	**Autumn 2** Festivals and celebrations	**Spring 1** People Who Help Us	**Spring 2** Growing (sunflowers)	**Summer 1** Wild Animals and dinosaurs	**Summer 2** Changes
Communication and Language	Modelling social phrases Link listening with learning	Use sequencing words to describe events Model words and phrases relevant to festivals and celebrations	Use sentence starters to structure responses Model active listening skills	Promote active listening skills Learn vocabulary related to scientific language	Articulate ideas and thoughts about dinosaurs through open questions	Ask open-ended questions
Personal, Social and Emotional Development	Set high expectations for children to follow instructions to build respectful relationships Model positive behaviour and reinforce Stay on Green Encourage children to talk about their feelings and opinions: The colour monster comes to school Personal hygiene: Model practices that support good hygiene such as washing hands regularly	Get to know children so they see themselves as valuable individuals Encourage children to listen to each other to build constructive relationships Help children develop their problem-solving skills Show resilience and perseverance and know that mistakes are an important part of learning Health and wellbeing: The boy who hated toothbrushes	Encourage children to think about their own feelings and those of others Help children to build constructive and respectful relationships by congratulating their kindness to each other	Provide children with strategies for staying calm: The colour monster Support children to recognise their behaviour if it is not in accordance with our Stay on Green policy	Health and wellbeing: importance of healthy eating: Oliver's fruit salad Encourage children to talk about their own feelings and opinions as well as considering those of others	Health and wellbeing: importance of sleep: Slowly, slowly said the sloth Encourage children to express their feelings
Think Equal	Marvellous me These feelings The weather inside me Exploring kindness	Ted the tiger tamer The secret adventures of anonymouse Curly the chameleon Practising kindness	Faisal's not himself Biyu the brave pea Thabo and the trees Exploring sensations	Passing clouds Yoshi is different Nisha and the tiger Francisco's family Zelda goes on holiday	The monster in the smoke Nothando's journey Reha to the rescue My amazing brain	Gokul's game My dream in the drawer Sydney the seahorse My skin is brown

		Ahmed's journey			A tiny seed Our home	Deji and Nnedi and the very large cushion Rainbow in windows
Physical Development	Revise and refine the fundamental movement skills children have already acquired: • Rolling • Crawling • Walking • Jumping • Running • Hopping • Skipping • Climbing	Support children to confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group	Progress towards a more fluent style of moving, with developing control and grace Develop overall body-strength, balance, co-ordination and agility	Further develop and refine a range of ball skills including throwing, catching, kicking, passing, batting, and aiming	Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball	Combine different movements with ease and fluency
Physical Development	Me and Myself To change into PE kit Listen and respond to instructions Move in different ways Change direction when moving Participate in game	Working with Others Play games with others Share and be kind to each other Run into space, avoiding obstacles Take turns playing different roles and using different equipment Play games in pairs and group	Movement Development Move and balance in different ways Move, on, over and under equipment Play imagination games Move into space Take part in races and tag games	Throwing and Catching Move around without a ball Move with a ball Explore different body parts to move the ball Explore how the ball moves Play command games	Ball Skills Explore a ball Move the ball around the body Travel with the ball Play with others Throw a ball	Fun and Games Move in lots of different ways Move into space Play games with others Use equipment in games Keep score
Shared reading texts	Week 1 Who are you? Week 2 How do you feel? Week 3 Meanies come to school	Week 1 Do not open this book Week 2 The best Diwali ever Weeks 3 & 4 Stick man	Week 1 Busy people: Police officer Week 2 Busy people: Firefighter **Trip: Fire Station**	Weeks 1 & 2 Martha maps it out Weeks 3 & 4 Jack and the beanstalk Week 5 My mum is fantastic	Weeks 1 & 2 Mad about mega beasts Week 3 Mr Gumpy's rhino Weeks 4 & 5	Week 1 When I coloured the world Week 2 My dad is a tree Weeks 3 & 4

	<u>Weeks 4 & 5</u> The comet <u>Week 6</u> Hair love <u>Weeks 7 & 8</u> Look up	**Trip: Victoria Park** <u>Weeks 5 & 6</u> The nativity <u>Week 7</u> A meanie's party	<u>Week 3</u> Real superheroes <u>Week 4</u> A superhero like you <u>Weeks 5 & 6</u> The gingerbread man	<u>Week 6</u> How to grow a sunflower	Dinosaurs and all that rubbish <u>Week 6</u> Martha maps it out in time	Clean up <u>Week 5</u> Above and below sea and shore **Trip: Seaside** <u>Week 6</u> My butterfly bouquet <u>Week 7</u> Going to big school
Writing	Draw family members and favourite toys Write simple words (describing feelings) Accurately form letters of their names Draw and label what can be seen from a window (2 weeks) Write a sentence using adjectives to describe Zuri's hair Create a class book with title 'look up' (2 weeks)	Write sentences using predictive and expressive words Write a simple fact about Diwali Create 'stickman' wanted posters (2 weeks) Sequence nativity story (2 weeks) Write a list of foods for a party	Draw and label what police officers wear Write sentences about dangers of fire Write about future aspirations Write a list of ingredients needed to make gingerbread men Write a review about their gingerbread men	Draw themselves on a map and write where they live (2 weeks) Recount of Jack and the beanstalk through individual story maps (2 weeks) Make and write personalised messages in Mother's Day cards Sequence lifecycle of sunflowers	Write a factfile on animals (2 weeks) Write a reflection on why it is important to take care of animals Create a class book about how to look after the planet (2 weeks) Draw a map and write about an ancient animal	Choose a colour and write how this positively changes the world Write a short poem about dads Create a leaflet about impact of plastic in rivers and canals (2 weeks) Create a lift the flap poster on what was seen during end of year seaside trip Sequence lifecycle of butterflies Write a class letter to new teacher
Mathematics	**Rhymes** Big fish, little fish, cardboard box In and out the dusty bluebells Clap your hands and wiggle your fingers <u>Weeks 1 & 2</u>	**Rhymes** Three blind mice When I was one, I banged my thumb Hickory dickory dock One elephant went our to play Three little speckled frogs Three little ducks	**Rhymes** Five little monkeys jumping on the bed Alice the camel One birthday candle Crocodile splash Five little snowmen Five little peas Five crispy pancakes	**Rhymes** Days of the week Ten currant buns One potato, two potato Ten green bottles Ten little men in a flying saucer Five eggs and five eggs Chuck, chuck	**Rhymes** Sesame street's pinball number count Catch, catch, catch a fish Ten green bottles Ten currant buns Ten little ducks <u>Weeks 1, 2 & 3</u>	**Rhymes** The bear went over the mountain Gonna build a house There's a hole in my bucket <u>Weeks 1 & 2</u> **Sharing and grouping**

	Getting to know you Opportunities for settling in, introducing the areas of provision and getting to know the children. Numbers in your life – age, door number, members of family Match and Sort <u>Weeks 3 & 4</u> **Match, sort and compare** Match objects Match pictures and objects A pair of socks Identify a set Seaweed soup Sort objects to a type The button box Explore sorting techniques The button box Create sorting rules The button box Compare amounts Beep beep, vroom vroom! <u>Weeks 5, 6, & 7</u> **Talk about measure and patterns** Compare size Where's my teddy? It's the bear Compare mass The blue balloon Compare capacity Dear zoo	My hat, it has three corners 1,2,3,4,5 once I caught a fish alive Five currant buns Five flying men in a flying saucer Five little speckled frogs This is the way we brush our teeth <u>Weeks 1 & 2</u> **It's Me 1, 2, 4** Find 1, 2 and 3 Anno's counting book Subitise 1, 2 and 3 How to count to one Represent 1, 2 and 3 Goldilocks & the three bears 1 more The gingerbread man 1 less A squash and a squeeze Composition of 1, 2 and 3 Thee three billy goats gruff <u>Weeks 3 & 4</u> **Circles and Triangles** Identify and name circles and triangles Circe, triangle, elephant a book of shapes and surprises Compare circles and triangles Triangle Shapes in the environment Shapes, shapes, shapes Describe position	There's a hole in my bucket One potato, two potatoes I can sing a rainbow One man went to mow Eight in the bed <u>Weeks 1 & 2</u> **Alive in 5** Introduce zero Zero is the leaves on the tree Find 0 to 5 None the number Subitise 0 to 5 Anno's counting book Represent 0 to 5 I spy numbers 1 more The ugly five 1 less Five small stars Composition Room on the broom Conceptual subitising to 5 Anno's counting book <u>Week 3</u> **Mass and Capacity** Compare mass Who sank the boat Find a balance Balancing act Explore capacity A beach for albert Compare capacity A beach for albert <u>Weeks 4 & 5</u> **Growing 6, 7, 8** Find 6, 7 and 8	Doubling rhyme <u>Weeks 1 & 2</u> **Length, height and time** Explore length Superworm Compare length I can only draw worms Explore height Tall and Titch Compare height The giraffe who got caught in a knot and actual size Talk about time Five minutes' peace Order and sequence time A dark, dark tale and Mr wolf's week <u>Weeks 3, 4, & 5</u> **Building 9 and 10** Find 9 and 10 Ten little fingers and ten little toes Compare numbers to 10 Cockatoos Represent 9 and 10 Ten little pirates Conceptual subitising to 10 Anno's counting book 1 more One duck stuck 1 less Ten in the bed Composition to 10 One gorilla Bonds to 10 (2 parts)	**To 20 and beyond** Build numbers beyond 10 (10 -13) Anno's counting book Continue patterns beyond 10 (10-13) 13 ways to eat a fly Build numbers beyond 10 (14-20) The real princess Continue patterns beyond 10 (14-20) Jack the builder Verbal counting beyond 20 Monster math Verbal counting patterns <u>Week 4</u> **How many now?** Add more Mouse count One ted falls out of bed How many did I add? Mr Gumpy's outing Take away Tad How many did I take away? The shopping basket <u>Weeks 5 & 6</u> **Manipulate, compose and decompose** Select shapes for a purpose Which one doesn't belong Rotate shapes Which one doesn't belong	Explore sharing The squirrels who squabbled Sharing The doorbell rang Explore grouping Ness the nurse Grouping The gingerbread man Even and odd sharing Bean thirteen Play with and build doubles Alison Hubble <u>Weeks 3, 4, & 5</u> **Visualise, build and map** Identify units of repeating patterns Pattern fish Create own pattern rules Pattern fish Explore own pattern rules Art forms in nature Replicate and build scenes and constructions What the ladybird heard Visualise from different positions Disney's the lion king Describe positions Cockatoos Give instructions to build If I built a house Explore mapping

	Explore simple patterns My first book of patterns We're going on a bear hunt Copy and continue simple patterns Create simple patterns A-B-A-B-A- A book of pattern play	We're going on a bear hunt and Rosie's Walk <u>Weeks 5, 6, & 7</u> **1, 2, 3, 4, 5** Find 4 and 5 Witches four and Five little fiends Subitise 4 and 5 Pete the cat and his four groovy buttons Represent 4 and 5 Kipper's birthday 1 more The very hungry caterpillar 1 less Stella to Earth Composition of 4 and 5 Anno's counting book Composition of 1 - 5 Anno's counting book <u>Week 8</u> **Shapes with 4 sides** Identify and name shapes with 4 sides Bear in a square Combine shapes with 4 sides Square Shapes in the environment Shapes, shapes, shapes My day and night Night monkey, day monkey	Handa's surprise Represent 6, 7 and 8 Six dinner Sid 1 more Six dinner Sid 1 less Kipper's toybox Composition of 6, 7 and 8 Quack and count Make pairs-odd and even Simon sock Double to 8 (find a double) Double Dave Double to 8 (make a double) Two of everything Combine 2 groups Don't forget the bacon Conceptual subitising The snail and the whale	Pete the cat and the missing cupcakes Make arrangements of 10 Ten black dots Bonds to 10 (3 parts) Ten black dots Doubles to 10 (find a double) Doubles to 10 (make a double) Two of everything Explore even and odd One odd day <u>Week 6</u> **Explore 3-D Shapes** Recognise and name 3-D shapes Circle! Sphere! Find 2-D shapes within 3-D shapes Changes, changes Use 3-D shapes for tasks Rapunzel 3-D shapes in the environment Shapes, shapes, shapes Identify more complex patterns Pattern fish Copy and continue patterns Pattern bugs Patterns in the environment The leopard's drum	Manipulate shapes Tangram cat Explain shape arrangements Mouse shapes Compose shapes Jack and the flumflum tree Decompose shapes Perfect shapes Copy 2-D shape pictures Mouse shapes Find 2-D shapes within 3-D shapes Boxitects	Me on the map Represent maps with models The secret path Create own maps from familiar places Pirates loves underpants Create own maps and plans from story situations The gruffalo <u>Week 6</u> **Make Connections** Deepen understanding Mr Gumpy's outing Patterns and relationships Ants rule: the long and short of it <u>Week 7</u> **Consolidation**

Understanding the World	**Past and Present** Staff to share information about their own family, giving children time to make observations through questions or comments **People, Culture and Communities** Children to draw a simple map of their classroom, focusing on where they most like to play **The Natural World** Children to use their senses to describe what they can see and hear in the park	**Past and Present** Familiar situations in the past: How have Christmas traditions changed over time? **People, Culture and Communities** Diwali and nativity Maps and the local area: Children to follow a simple map of the local area Me on a map **The Natural World** Sinking and floating	**Past and Present** Children to talk about people they encounter within their community such as, doctors, shop staff, firefighters and teachers **People, Culture and Communities** Roles and different jobs in England **The Natural World** Natural processes: melting ice, magnet attracting objects	**Past and Present** Present children with pictures, stories, artefacts and accounts from the past, explaining similarities and differences **People, Culture and Communities** Ramadan and Easter Plants/flowers - children will develop an understanding of where different plants and flowers grow around the world through storytime **The Natural World** Growing: lifecycle of a sunflower	**Past and Present** Fossil hunters: how tools palaeontologists use to do their jobs have changed from the past to now **People, Culture and Communities** Eid al Fitr Animals – similarities and differences between animas in England and in other countries **The Natural World** Habitats: compare different habitats for animals	**Past and Present** Important figures from the past: Queen Elizabeth II **People, Culture and Communities** The world – similarities and differences between life in England and in other countries **The Natural World** Why do we need bees?
Religious Education	F2 Which people are special and why?	F1 Which stories are special and why?	F3 Which places are special and why?	F4 What times are special and why?	F5 Being special: where do we belong?	F6 What is special about our world?
Expressive Arts and Design (Drama)	Role play area: Home corner – develop storylines in pretend play	Role play area: Santa's workshop/Post office – provide a wide range of props to encourage imagination	Role play area: Doctor surgery – model joining in by using the correct vocabulary	Role play area: Garden centre – support children in deciding the role they might want to play	Role play area: Animal shop – support children to be patient and solve conflicts	Role play area: Animal shop support – children to be patient and solve conflicts
Expressive Arts and Design (Art)	Provide a range of materials and tools and teach children to use them with care and precision **What can we see?** *Paul Cezanne* Still life composition (milk jug and fruit) https://www.accessart.org.uk/still-life-inspired-by-cezanne/	Create collaboratively sharing ideas, resources and skills **How can we explore colour?** Explorer's books: Developing skills such as colour recognition, colour mixing and mark-making https://www.accessart.org.uk/explorers-books-collecting-colour/	Help children to return to and build on their previous learning, refining ideas and developing their ability to represent them **How can we use our bodies to make art?** Dancing to art: introduce children to use their	Encourage children to notice features in the natural world **What can we see?** *Vincent Van Gough* (sunflowers)	Encourage children to create collaboratively sharing ideas, resources and skills **How can we build, explore materials and marks?** Dressing up as fossils: drawing on material	Explore, use and refine a variety of artistic effects to express their ideas and feelings **How can we use our imagination?** Galaxy painting: using classic water colour technique to create a colourful galaxy scene

			bodies to respond to paintings https://www.accessart.org.uk/talking-points-dancing-to-art/		https://www.accessart.org.uk/dressing-up-as-fossils/	https://www.accessart.org.uk/galaxy-painting/
Expressive Arts and Design (D&T)	Children to be provided with a range of resources to support their play in the construction area Encourage children to think about and discuss what they have/want to make (telescopes) Use lolly sticks and matchsticks to create homes	Discuss problems and how they might be solved as they arise Reflect with children on how they have achieved their aims **How can we use our imagination?** Creating props for toys https://www.accessart.org.uk/prop-making-for-toys/ The velveteen rabbit	Children to return to and build on their previous learning, refining ideas and developing their ability to represent them **Baking cakes** Using equipment and ingredients for baking Making aeroplanes The great paper caper **Trip: London City Airport**	Teach children different techniques for joining materials, such as how to use adhesive tape and different sorts of glue **How can we use our imagination?** Cardboard creations: The giant's castle https://www.accessart.org.uk/top-tips-for-cardboard-creations/ Jack and the beanstalk	Help children to define colours, shapes, texture and smells in their own worlds **How can we build worlds?** Make a butterfly world using craft matchbox http://www.accessart.org.uk/matchboxworlds/	**Baking – how to make pizza** Following instructions by using relevant ingredients and equipments to make a pizza **Trip: Pizza Express**
Expressive Arts and Design (Music)	Children to listen attentively, move to and talk about music, Children to express their feelings and responses Take photographs on iPads of their still life compositions	Watch and talk about dance and performing art, expressing their feelings and responses	Children to sing in a group or on their own, increasingly matching the pitch and following the melody	Children to explore and engage in music making and dance, performing solo or in groups		Encourage children to replicate choreographed dances, such as pop songs and traditional dances from around the world