

Maths

We'll be continuing to look in depth at numbers 1 – 5; one more one less, comparing, ordering, subitising, looking at the composition of these numbers. We'll also have a big focus on counting and subitising - 'knowing' how many there are without counting. In shape, space and measure we will be focusing on 2-D and 3-D shapes.

Understanding the world

We'll be learning about ourselves, our body parts, our senses, and our families and homes. We'll also be exploring Autumn, and our school and where it is in the village. We will have some fun Halloween celebrations in the last week before half term. We will also be learning about our community and what we can do in our local community.

Phonics

Reception Autumn 1

	Phase 2 graphemes	New tricky words
Week 1	s a t p	
Week 2	i n m d	
Week 3	g o c k	is
Week 4	ck e u r	I
Week 5	h b f l	the

Drawing Club and poems

Expressive Arts and Design

DT
Creating a world in miniature. "World in a box"
Music
Down Under the Sea.
Explore how different sea creatures move.
Make a sea themed soundscape using vocal and body percussion sounds.

SWALLOW CLASS RECEPTION AUTUMN 1 2026 SUPERHEROES!



Personal Social and Emotional Development

In PSHE we will be learning: learning about Physical Health and Wellbeing. We will learn about: food associated with special times in different cultures, about playground games from around the world and, sun safety.

Physical Development

Children will be practising pushing actions during games and how pushing helps with momentum.

Literacy

Mainly through Drawing Club, we will be mark making, holding our pencil correctly, and forming letters correctly to make 'codes' which makes something magical happen to our drawing. We will be sequencing stories, learning new vocabulary which is related to the story, and using our imagination during adventure time. We will also be having handwriting sessions which focus on the different movements our pencil needs to make to make all the letters. In our poetry basket sessions, children are learning the poem 'Chop Chop' and creating actions to go with it.