Communication and Language

Spooky cottage small world play - introducing a storyline to play and use language that is influenced by the story.

Room on the Broom role play area to recreate the roles of the characters from the book .



Physical Development

Dress up in clothes and fabrics making costumes for the characters from Room on the Broom.

Make a broomstick and fly around the outdoor area negotiating space and obstacles.

Use different tools (scoops and spoons) to explore and carve pumpkins.

Mathematics

Create a witch face using 2D shapes.

Mastery challenge – use a fives frame to create number stories.

Peg the correct legs on to spiders, recognising numbers and matching numeral to quantity.

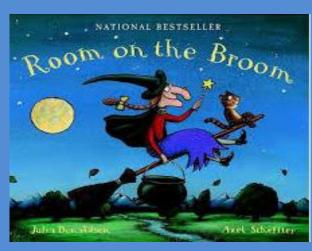
Room on the Broom treasure hunt in the sand tray-record what has been found.

Number hunt 1-10 in the witch's slime.

Power Maths - 1 more and 1 less within 5.

Reception Curriculum Overview

Autumn 2



Understanding of the World

Early Years ICT - decorate a Pumpkin.

Early Years ICT - 2D/3D shape activities.

Explore the carved out pumpkins - what's inside? Describe the textures.

Observe changes in the weather and local environment to identify similarities and differences.

Begin to rehearse songs for Christmas play.

Literacy

Daily phonics - introducing new phonemes and tricky words.

Book: Room on the Broom written by Julia Donaldson.

Talk 4 Writing - re-tell the story of Room on the Broom.

Write a list of potions for a witch's brew.

Write CVC/CVCC words linked to the topic (frog, cat, dog etc)

Write a shopping list for the witch.

Sequence pictures from the story.

Personal, Social and Emotional

Talk about the witch and her feelings towards the other characters. Was she kind to the others? Did she share? Was she a good friend? Relate this back to the children within the class.

Have the children ever helped anyone that had lost something?

Expressive Arts and Design

Design a Terrible Beast using a combination of play dough and other resources (pipe cleaners, buttons, sequins etc...)

Make and decorate a magical witch's wand using a variety of resources.

Paint your favourite character from the story.

Sketch a character from the story.