Garlinge Primary School and Nursery – Reception Long Term Map 2026-27

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Topic/Lead Texts	**All About Me** *Owl Babies* *The Colour Monster* *You Choose* *The Big Book of Families* Leaf Thief Simon Sock **TTS** Dogger Perfectly Norman Cottonwool Colin Elmer Rainbow Fish	**Celebrations** The Nativity Rama and Sita The Jolly Christmas Postman The Snowman Pete the Cat **TTS** Squirrels Who Squabbled One Snowy Night Lost and Found Cottonwool Colin A little Bit Brave	**Traditional Tales** *Little Red Riding Hood* *Jack and the Beanstalk* *The Gingerbread Man* *The Princess and the Pea* **TTS** Ruby's Worry Five Minutes Peace The Lion Inside Hugless Douglas Slightly Annoying Elephant	People Who Help Us *The jolly Postman* *Emergency!* *Mog and the Vee* *Ee Tee* *Going to the Dentist* *Going to the Doctor* The Elephants and the Leaking Tap **TTS** Zog Six Dinner Sid Farmer Duck Cops and Robbers The Extraordinary Gardener	**Life Cycles** *The Very Hungry Caterpillar* *The Tiny Seed* *Big Cat, Little Cat* *Tadpole's Promise* **TTS** George and the Dragon The Giant Jam Sandwich Sonya's Chickens Tiddler	Into the Forest *The Bear and the Piano* *We're Going on a Bear Hunt* *Goodnight Forest* *Busy Fox* **TTS** The Bear and the Piano The Invisible The Wall and the Wild Owl Babies Winnie the Witch

Personal, Social and Emotional Development	Sharing and turn taking Learning and following rules Making friends with children and adults. Seeing themselves as a valuable individual. Naming parts of the body. Recognising and talking about feelngs.	Sharing and turn taking. Learning and following rules. Making friends with children and adults. Talk about the feelings of others. Family celebrations. Recognising and talking about feelngs.	Express appropriate feelings towards others. Express own ideas and identify the resources needed. Explain unacceptable behaviour – own and characters. Begin to regulate their emotions (Colour Monsters)	Reiterate class/school rules Behavioural expectations Cooperative play Sharing and taking turns Problem solving/negotiating Begin to regulate their emotions (Colour Monsters)	Reiterate class/school rules Behavioural expectations Cooperative play Sharing and taking turns Problem solving/negotiating Begin to regulate their emotions (Colour Monsters)	Cooperation by sharing ideas – discuss, adapt and carryout Select own resources – listing and retrieving. Group work Begin to regulate their emotions (Colour Monsters)
Communication and Language	Following simple instructions Talking about self. Listening to others Asking for help/expressing needs Making Friends Circle Time games	Following simple instructions. Listening to others. Asking for help/expressing needs. Listening and responding to stories. Exploring new vocabulary	Following simple instructions Listening to stories and anticipate key events. Respond to stories. Retell stories. Answer ‘how’ and ‘why’ questions – about texts	Maintaining attention on task Respond to questions – answer how and why questions Expressing self effectively Circle Time games and activities Learn rhymes, poems and songs.	Maintaining attention on task. Respond to questions – answer how and why questions. Expressing self effectively Circle Time games and activities Learn rhymes, poems and songs.	Listening to each other and sharing ideas. Follow each other’s instructions. How and why? Develop explanations

	Modelled Talk through daily routines Sharing stories Turn taking games Learn rhymes, poems and songs.	Circle Time games and activities Learn rhymes, poems and songs. Modelled Talk through daily routines	Talk effectively using correct tense. Circle Time games and activities Learn rhymes, poems and songs.	Connecting ideas using a range of connectives. Describing events in detail.	Engage in non-fiction texts.	
Physical Development	Pencil grip Handwriting patterns, Clever hands/Fine Motor Skills Managing own needs appropriately i.e. toileting and washing own hands Dressing Cooperation games Fundamental Skills – Rolling, crawling, walking, jumping	Pencil grip Handwriting patterns, Clever Hands/Fine Motor Skills. Managing own needs appropriately i.e. toileting and washing own hands. Dressing. Cooperation games Fundamental Skills – Rolling, crawling, walking, jumping	Pencil grip Show good control in large and small movements – handwriting and large apparatus Recognise a healthy diet. Clever Hands Ball skills – Throwing, catching kicking, batting and aiming.	Form letters correctly Negotiating space Correct pencil grip Being healthy and staying safe Oral Health Dancing	Form letters correctly Negotiating space Correct pencil grip Being healthy and staying safe. Control movements – fine and gross motor skills. Dancing	Form letters correctly Negotiating space Correct pencil grip Team games – Sports day Confidently using large and small apparatus. Being healthy and staying safe

Literacy	Phase 2 Little Wandle Letters and sounds Handwriting patterns and letter shapes Name writing Recognising name Segmenting and blending CVC words	Phase 2 Little Wandle Letters and sounds Handwriting patterns and letter shapes . Name writing. Segmenting and blending CVC words.	Phase 3 Little Wandle Letters and sounds Tricky words (writing/spelling) Handwriting patterns and Letter shapes - Name writing Segmenting and blending CVC words in reading and writing, reading captions, tricky words Characters, Settings, Plot Dance	Phase 3 Little Wandle Letters and sounds Segmenting and blending Letter Formation Tricky words (writing/spelling) Research / Questions Sentence structures (reading and writing) Using a capital letter and full stop. Dance	Phase 4 Little Wandle Letters and sounds Segmenting and blending Letter Formation Tricky words (writing/spelling) Research Questions Sentence structures (reading and writing) Non-fiction Using a capital letter and full stop.	Phase 4 Little Wandle Letters and sounds Segmenting and blending Letter Formation Tricky words (writing/spelling) Sentence structures (reading and writing) Report/instructional writing Sharing texts Using a capital letter and full stop.
Mathematics **(Mastering Number)**	Subitising within 3 Focus on Counting skills Explore how all numbers are made of 1s	Focus on counting skills Focus on the ‘fiveness of 5’ Compare sets by matching Use the language of comparison (more	Subitise within 5, focusing on die patterns Match numerals to quantities within 5 Counting – focus on ordinality and the ‘staircase’ pattern	Focus on the ‘staircase’ pattern and ordering numbers Focus on the ordering of numbers to 8 Use the language of *less than*	Patterns – focus on copying, continuing and creating Counting – focus on larger sets and things that cannot be seen Subitise to 6, including in structured arrangements	Make connections in meaningful contexts Subitise to 5 Introduce the rekenrek Automatic recall of bonds to 5

	Focus on the composition of 3 and 4 Subitise objects and sounds Develop spatial understanding using prepositional language. Compare sets just by looking Use language of comparison (more than, fewer etc)	than, fewer than, an equal number) Explore the concept of 'whole' and 'part' Practical explorations of 'whole' and 'part' Focus on matching, turning and flipping Compostion of 3, 4 and 5 Matching numerals to quantities within 10. Verbal counting to 20.	See that each number is '1 more' than the previous number Focus on 5 Compose 3D constructions Explore difference and equivalence Focus on 6 and 7 as '5 and a bit' Compare sets and use the language of comparison: *more than*, *fewer than*, *an equal number to* Make unequal sets equal	Sort and classify 2D shapes Compose pictures with shapes Focus on 7 Doubles – explore how some numbers can be made with 2 equal parts Sort numbers according to attributes – odd and even numbers	Composition – '5 and a bit' Composition of 10 Comparison – linked to ordinality Play track games	Composition of numbers to 10 Comparison Number patterns Counting
Understanding the World	Making friends Talk about home, events and special times. Talk about and describe familiar people. Pets – looking after animals. Birthdays	Making friends Talk about home, events and special times – focus on Christmas Diwali Hannukah Armistice Bonfire Night	Likes and dislikes of themselves and others. Cooking – explain process and changes to materials. Materials for building/waterproof – classify, name, test suitability	Different occupations – People Who Help Us. (Fire engine, Nurse, Police and Ambulance) Understanding seasons.	Similarities/differences - places and living things Research on internet Observe animals comment on changes, habitats, survival, needs Show care and concern for living things	Similarities/differences - places and living things Research on internet Sports Day Forest School Using maps Past and present

	Harvest Favourite Songs Autumn Treasure Hunt Understanding seasons.	Anti-Bullying Week Special Places Understanding seasons. Recognising different beliefs.	Use technology for a range of purposes - Bee-bots, tablets Understanding seasons. Comparing characters from stories.		Observe changes to butterflies/ chickens Chicken Licken Understanding seasons.	Describing the natural world.

Expressive arts and design	Role play – home corner (parts of the house) Self portraits Nursery Rhymes Singing in a group Exploring musical instruments, sounds that they make and how they can be changed. Working together and sharing ideas to create.	Role play –mind map with children. Self-portraits. Exploring musical instruments. Christmas decorations and ideas. Firework pictures Making Poppies	Role-play Exploring musical instruments Cutting skills – correct grip, control and safely Use of different materials to express own ideas. Using different materials to build little pig houses and bridges for Billy Goat's Gruff.	Dance/music Role-Play RPA Construction of a dinosaur using a range of materials. Dinosaur junk modelling	Carnival of animals Dance/music RPA Construction of houses/habitats Decorate bird boxes Collage Owls/symmetrical butterflies Children will be encouraged to select the tools and techniques they need to assemble materials that they are using eg creating animal masks.	Use different materials to build and construct, such as clay, ModRoc, Paper Mache, playdoh and natural materials etc. Evaluate and improve materials being used. Making representations of sports equipment, models. Exploring Kandinsky using inks to PE