

Reception	Nursery		
Communication and Language	Communication and Language		
Children listen to stories, accurately	Joins in with repeated refrains and		
anticipating key events and respond to what	anticipates key events and phrases in stories.		
they hear with relevant comments, questions			
and actions			
Reading	Reading		
Can segment the sound in simple words and	Describes the main story settings, events and		
blend them together and knows which letters	principle characters.		
represent some of them.			
Writing	Writing		
Writes own name and other things such as	Sometimes gives meaning to marks as they		
captions.	draw and paint.		
Physical Development	Physical Development		
Holding tools like scissors correctly and using	Draws lines and circles using gross motor		
different materials.	movements.		
Mathematics	Mathematics		
-Finds the total of 2 groups by counting them	-Shows curiosity about number by asking		
all.	questions.		
- In practical activities and discussion,	-Learning to recognise numbers 1-5.		
beginning to use vocabulary involved in adding	-Shows and interest in shape by sustained		
and subtracting	construction activity or by talking about		
- Orders two items by weight or capacity.	shapes or arrangements		
Personal, social and emotional Development	Personal, social and emotional Development		
-Can describe self in positive terms and talk	Confident to talk to other children and		
about abilities	communicate freely about home and		
- Learning to share with other children	community		
Understanding the world	Understanding the World		
Through reading different story book, each	Through reading different story books,		
child will learn to talk about their families,	children will learn to discuss significant		
different occupations.	events in their lives and different		
·	occupations.		
Expressive Arts and Design	Expressive Arts and Design		
Develop an understanding of different	Taps out simple repeated rhythms		
materials and their properties.			
Technology			
To move the bee-bot successfully			