

Dinosaurs

Reception



Vocabulary Dozen

Timeline	a graphical representation of a period of time, on which important events are marked
Prehistoric	relating to or denoting the period before written records
Jurassic period	occurring from 190 to 140 million years ago
Cretaceous period	between 145.5 and 65.5 million years ago, the last period of the Mesozoic Era , following the Jurassic and ending with the extinction of the dinosaurs (except birds).
Dinosaur	a fossil reptile of the Mesozoic era, in many species reaching an enormous size. Walked on earth.
Pterosaur	a fossil flying reptile of the Jurassic and Cretaceous periods, with wings supported by a greatly lengthened fourth finger. Flew
Plesiosaur	a large fossil marine reptile of the Mesozoic era, with a broad flat body, large paddle-like limbs Swam
Carnivore	an animal that feeds on other animals
Herbivore	an animal that feeds on plants
Compare	estimate, measure, or note the similarity or dissimilarity between
Add	Join (something) to something else so as to increase the size, number, or amount
Subtract	Take away (a number or amount) from another to calculate the difference

Fossils



Discuss fossils & the importance of them.

Timeline



Which Dinosaurs were alive at the same time?

What did certain dinosaurs eat?



Find out facts about your favourite dinosaur.

Communication, Language and Literacy ideas.

- Listen to others while doing an activity
- Ask questions to understand and find out more
- Learn and use new vocabulary
- Describe events in more detail using connectives
- Listen to a daily story and talk about what they have heard
- Continue RWI phonic programme at school & at home
- Blend sounds into words
- Begin to read a few common exception words
- Begin to form lower case letters following the Nelson script
- **Any WOW work bring into school!!**

Mathematics

- Count regularly beyond 10
- Count objects, actions and sounds
- Match numerals to the correct amounts
- Using objects or a number line, find 1 more/less
- Recognising amounts (subitising) from images like dice, dominoes, numicon and also random arrays.
- Use 5 and 10 frames for counting and recognising amounts
- Build with 3D shapes and begin to name them
- Make things using shapes—can they fit together?
- Compare length, weight and capacity
- Continue, copy and create repeated patterns

Topic and literacy books

