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| **Reception EYFS: Autumn Term Developing Imagination & Communication** | **Reception EYFS: Spring Term Extending Play & Building Language** | **Reception EYFS: Summer Term Leadership, Imagination & Real-World Contexts** |
| Role Play ThemesHome CornerDoctor’s SurgeryShop/Supermarket | Role Play ThemesPost OfficeFire StationBuilding SiteVets Surgery | Role Play ThemesTravel Agents / AirportRestaurant / CaféZoo / Safari ParkBeach / Holiday Hut |
| Focus Area:To introduce role play as a space where children explore real-life experiences, develop social skills, use new vocabulary, and build confidence expressing themselves in imaginative contexts. | Focus Area:To deepen children's imaginative thinking, extend vocabulary and storytelling, and support collaborative role play with increasingly complex ideas, settings, and roles. | Focus Area:To enable children to confidently lead, extend, and adapt their own imaginative play. Role play becomes a tool for rich storytelling, problem-solving, and expressive communication as children draw on all previous learning and experiences. |
| **Aims:*** Settle children into role play routines.
* Encourage basic imaginative play with familiar settings.
* Begin using themed vocabulary and simple narratives.
 | **Aims:*** Encourage children to take on roles and build sustained narratives.
* Introduce new themes that extend knowledge and language.
* Foster collaborative play and negotiation.
 | **Aims:*** Enable children to lead their own imaginative scenarios.
* Apply real-world understanding in role play.
* Use extended vocabulary and storytelling skills.
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| **Key Vocabulary:**Hello, goodbye, please, thank youHome, dinner, cook, baby, cleanShop, buy, money, basket, tillDoctor, patient, sick, better | **Key Vocabulary:**Fire engine, emergency, rescuePost, letter, parcel, deliverBuilder, bricks, plan, toolsVet, pet, poorly, medicine | **Key Vocabulary:**Travel, ticket, journey, suitcaseRestaurant, menu, order, chef, waiterZoo, animals, keeper, visitorHoliday, airport, passport, map |
| **Activities & Resources:**- Dress-up clothes (aprons, coats)- Toy food, baby dolls, kitchen sets- Notepads, clipboards, pretend money- Doctor’s kits, bandages, phones | **Activities & Resources:** - Uniforms and themed props (fire hats, tool belts)- Parcels, envelopes, stamps, post bags- Toy pets and vet kits- Construction blocks, blueprints, signs | **Activities & Resources:**- Suitcases, globes, tickets, maps- Menus, notepads, trays, table settings- Animal figures, enclosures, binoculars- Sunglasses, towels, sand play, travel brochures |
| **Enhancements for Continuous Provision:*** Labels and picture-word cards
* Real food packaging and empty containers
* Mark-making tools for prescriptions/lists
* Photos/posters of real-life settings (shops, homes)
 | **Enhancements for Continuous Provision:*** Writing cards, checklists, and story prompts
* Maps, labelled signs, safety posters
* Role play ‘job’ boards
* Phones and walkie-talkies for communication
 | **Enhancements for Continuous Provision:*** Theme-linked books and story props
* Real-world photos (e.g., airports, cafés)
* Writing tools for signs, maps, lists, menus
* Digital role play (e.g., booking screens)
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| **Assessment Opportunities:*** Are children engaging in simple role play alone or with others?
* Can they use themed vocabulary independently?
* Do they stay in role and respond appropriately to others?
 | **Assessment Opportunities:*** Are children building more complex storylines?
* Do they take turns and negotiate roles?
* Are they using role play to solve problems or explore ideas?
 | **Assessment Opportunities:*** Can children create and adapt stories independently?
* Do they work together on shared scenarios and stay in role?
* Are they drawing on real-life experiences and vocabulary?
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| **EYFS Areas of Learning Covered:**ELG: Communication and Language- Participate in small group, class and one-to-one discussions.- Offer explanations and express ideas.- Use recently introduced vocabulary appropriately.ELG: Personal, Social and Emotional Development (PSED)- Show resilience and perseverance.- Work and play cooperatively.- Show sensitivity to their own and others’ needs.ELG: Expressive Arts and Design- Safely use and explore a variety of materials.- Invent, adapt and recount narratives and stories.- Role-play and pretend using props and imagination. |
| **Prompts and Questions for Adults During Role Play in EYFS******Encouraging Communication & Language***** “Who are you today?”
* “What’s happening in your role play?”
* “What might you say if you were really a \_\_\_\_?”
* “Can you tell me what’s going to happen next?”
* “What do you need to help you do your job?”

****Supporting Imagination & Storytelling***** “What is your story about today?”
* “Who else is in your story?”
* “What will happen if...?”
* “Can you make up a problem and solve it?”
* “What would happen next if we added a new character?”

****Encouraging Collaboration & Social Skills***** “Who else could join in with you?”
* “Can you ask your friend to help?”
* “How can you work together?”
* “What’s your job? What’s their job?”
* “How will you take turns or share?”

****Extending Ideas***** “What else might you find in a real \_\_?”
* “Could we add anything to make it more like the real thing?”
* “Can you think of something we could pretend this is?”
* “What do we need to open your shop/hospital/post office?”
* “How can we make it more exciting?”

****Linking to Real-World Experiences***** “Have you been to a place like this before?”
* “What did you see/hear/do when you were there?”
* “Can you remember what the people there wore?”
* “What kind of things did they say?”
* “What rules do people follow in this place?”

****Encouraging Mark-Making and Early Writing***** “Can you write a menu/list/invitation/ticket for this?”
* “Would you like to make a sign for your area?”
* “Can you take notes like a real vet/waiter/doctor?”
* “Shall we make labels for these items?”

****Exploring Maths in Role Play***** “How much will that cost?”
* “Do you have enough money?”
* “Can you count how many you need?”
* “Who is first in the queue?”
* “Can you set the table for 4 people?”

**General Prompts to Deepen Thinking*** “What might happen if…?”
* “How will you fix that?”
* “Why do you think that happened?”
* “Can you show me how that works?”
* “What could you do differently next time?”
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