EYFS Long Term Curriculum 2023-24

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
Overall theme	Marvellous Me	Light and Dark	Toys	Traditional Tales	Our Wonderful World	Going Places			
	Autumn	Celebrations	Winter	Easter	Spring/new life	Around the world			
	Harvest/food				Growing	Maps			
KS1 Curriculum	Continuous Provision runs th	roughout the year, with enha	 nced provision set up to pro	 ovoke curiosity and interes	 t in the themes and areas c	l of learning below. The			
- EYFS area link	theme of The Seasons and Celebrations run throughout. The characteristics of learning are the foundation of the EYFS and will be developed through Continuous Provision.								
Art and Design	Development steps: Develop	their own ideas and then deci	ide which materials to use to	express them. Join differen	nt materials and explore dif	ferent textures. Create			
EAD, PD, PSED,	closed shapes with continuou	_			•				
C+L, UW	_	se drawing to represent ideas				_			
	· ·	king. Return to and build on th	eir previous learning, refinir	ng ideas and developing the	ir ability to represent them.	Create collaborative			
	sharing ideas, resources and skills.								
	ELGs: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining								
	the process they have used. Make use of props and materials when role playing characters in narratives and stories.								
	Paint and draw self –	Exploring shades and tints	Practising drawing skills,	Abstract art - Kandinsky,	Sketching	Jungles - Rousseau's			
	portraits and families. Look	– colour mixing.	drawing from	Mondrian, Klee using	flowers/plants. e.g	Tiger in the Storm,			
	at portraits of different	Winter skies, colour	observation.	different media.	sunflowers.	mixing greens, looking			
	families and artists. Printing	washes, sunsets. Black and	Drawings/sketches of		Looking at paintings	at hedges, clouds			
	 using different objects 	white, shadows	toys. Exploring warm		from artists and discuss	(Constable), collage.			
	and press print.		and cold colours.		Painting and drawing	Weaving.			
	Clay – hedgehogs and divas.				using the lyrics to Louis				
	Exploring pattern with				Armstrong's song.				
	loose parts.				Natural art -				
	Explore colour through				Goldsworthy				
	emotions – Colour Monster								
D&T	Development steps: Explore	different materials freely, to d	evelop their ideas about hov	w to use them and what to r	make. Develop their own ide	eas and then decide which			
EAD, PSED, C+L,	materials to use to express th	nem. Join different materials a	and explore different texture	es. Return to and build on t	their previous learning, refi	ning ideas and developing			
PD	their ability to represent them	• •	-		•				
	with colour, design, texture,				oose the right resources to	carry out their own plan.			
	Develop their small motor ski	lls so that they can use a range	e of tools competently, safel	y and confidently.					
	ELGs: Use a range of small too	ols, including scissors, paintbru	ushes.						

	Wood work – using tools	Explore clay and other	Make puppets and	Make a waterproof					
	Healthy eating	malleables – make a	moving toys.	shelter. Make furniture					
		simple diva	3 1 7	for the three bears and					
		Junk modelling		Goldilocks using a range					
		, and the second		of construction					
				materials. Structures.					
Geography	Development Steps: Talk ab	out what they see, using a wi	de vocabulary. Know that th	ere are different countries i	n the world and talk about	the differences they have			
UW, C+L, Maths	experienced or seen in pho	tos. Draw information from	a simple map. Understand t	hat some places are specia	I to members of their cor	nmunity. Recognise some			
		etween life in this country an							
	outside. Recognise some en	vironments that are different t	to the one in which they live.	Understand the effect of ch	anging seasons on the natu	ral world around them.			
		ate environment using knowle	•		· ·				
	_	and cultural communities in	•						
	Foods from different	nis country and life in other co		ge from stories, non-fiction					
	countries – look at where		Explore toys from around the world.		Explore maps and	Looking at their immediate			
	the different countries are		The Arctic – animals and		globes, find out where	environment and using			
					animals live (habitats).				
	using a globe. Find out about different climates.		people			simple maps (google			
	about different climates.					earth) to find out about			
						the physical features of			
						their locality and the			
						wider world. Following			
						simple maps for a			
						treasure hunt. Making			
			16 11 11 11 1	ol list in the second		maps.			
		to make sense of their own I							
History		en people. Know that there ar				•			
UW, C+L	about members of their immediate family and community. Name and describe people who are familiar to them. Comment on images of familiar situations in the past.								
	Compare and contrast characters from stories, including figures from the past. Understand that some places are special to members of their community. Recognise some								
	similarities and differences between life in this country and life in other countries.								
	ELGs: Talk about the lives of	ELGs: Talk about the lives of the people around them and their roles in society. Know some similarities and differences between things in the past and now, drawing on							
		nas been read in class. Unders	•		_				
	Personal timelines, past	Memory Box	Explore toys through the	Visiting grandparents to		Seaside holidays –			
	events, use Peepo to	,	ages, compare toys.	talk about their lives.		Victorian seaside			
	compare their lives with		Simple timelines.			holidays			
	that of their parents and		1			·			

	grandparents. Harvest								
	through the ages. Memory Box								
Music/drama	Development Steps: Take par	t in simple protond play usin	g an object to represent som	othing also ayon though the	y are not similar. Use draw	ing to represent ideas like			
EAD, C+L, PSED	movement or loud noises. Sho		• •		•	- '			
LAD, C+L, F3LD	to what they have heard, exp			• • • • • • • • • • • • • • • • • • • •		·			
	the melodic shape (moving n	-	-						
	instruments with increasing of			-					
	collaboratively, sharing ideas,	•	•	•	·	-			
	and performance art, express		• •						
	in their pretend play. Explore				p	,			
	ELGs. Make use of props and	l materials when rele playing	characters in narratives an	d starios Invent adapt and	d recount parratives and st	arias with poors and their			
	ELGs: Make use of props and teacher. Sing a range of well-								
	teacher. Sing a range of well-known nursery rhymes and songs. Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.								
	Songs linked with the main themes, keeping a pulse, Charanga (Songs from Me, My Stories, Everyone, Our World). Listen and appraise. Moving to music. Use music in								
	their drama (CDs and musical instruments.) Explore instruments and the sounds they make. Use instruments to accompany stories e.g. Peace At Last. Copying and creating								
	rhythm patterns.								
PE	Development Steps: Continu	•		•	· ·				
PD, PSED, C+L	using alternate feet. Skip, ho make marks. Start taking part	,	,	•	•	· •			
	of movements which are rela	- ·	· ·	•	•				
						-			
		crawl, walk or run, depending on its length and width. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks Revise and refine across a plank the fundamental movement skills they have already acquired: - rolling - crawling - walking - jumping - running - hopping - skipping -							
	climbing. Progress towards a more fluent style of moving, with developing control and grace. Develop the overall body strength, co-ordination, balance and agility needed								
	to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming. Develop their small motor								
	skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and								
	spoons. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Combine different movements with ease and fluency. Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Develop overall body-strength, balance, co-ordination and								
	agility. Further develop and refine a range of ball skills including throwing, catching, kicking, passing, batting, and aiming. Develop confidence, competence, precision								
	and accuracy when engaging in activities that involve a ball.								
	ELGs: Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move								
	energetically, such as running	• • • • • • • • • • • • • • • • • • • •							
	Daily run. Yoga	Daily run. Yoga	Daily run. Yoga	Daily run. Yoga	Daily run. Yoga	Daily run. Yoga			
	Real PE Skills - Personal	Real PE Skills – Social	Real Dance - Social	Real PE skills— Health &	Real PE Skills - Social	Real PE Skills - Creative			
	Coordination:	Gymnastics	Skills and building a	F:4	Dunamia Balanca .				
	coordination.	Gymnastics	Skills and building a	Fitness	Dynamic Balance :	Coordination:			

	Footwork	Shape Skills		Sammy Squirrel	Journey to the Blue	Ball Skills				
	(FUNS Station 10)		Real PE Skills - Cognitive	Ball Chasing	Planet: Agility:	(FUNS Station 9)				
		Real PE skills – Apply	Dynamic Balance:	(FUNS Station 11)	Jumping and Landing					
	Static Balance:	Physical	Tilly the Train's Big Day		(FUNS Station 6)	Counter Balance:				
	Pirate Pranks	Coordination:	On a Line	Static Balance:		Wendy's Water-Ski				
	One Leg	John & Jasmine Learn to	(FUNS Station 5)	Casper the Very Clever	Static Balance:	Challenge				
	(FUNS Station 1)	Juggle		Cat	Monkey Business	With a Partner				
		Sending and Receiving	Static Balance:	Floor Work	Seated	(FUNS Station 7)				
		(FUNS Station 8)	Thembi Walks the	(FUNS Station 3)	(FUNS Station 2)					
			Tightrope							
			Stance							
			(FUNS Station 4)							
	Christian. ELGs: Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class.									
	Celebrations – Harvest.	Festivals of light,	Chinese New Year,	What is Easter?	What Is It Like Being a	Special Places				
	How do Festivals bring us	Christmas.	Shrove Tuesday.		Christian?					
	together?	Why Does Christmas	,							
		Matter?								
RSHE PSED, C+L, UW	Development Steps: Develop their sense of responsibility and membership of a community. Find solutions to conflicts and rivalries. For example, accepting that no everyone can be Spider-Man in the game, and suggesting other ideas. Develop appropriate ways of being assertive. Talk with others to solve conflicts. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. Understand gradually how others might be feeling. Be increasingly independent in meeting their own care									
	themselves as a valuable in Manage their own needs. Pe	using the toilet, washing an dividual. Build constructive ar ersonal hygiene. Know and tall ible amounts of 'screen time',	nd respectful relationships. So k about the different factors	ee themselves as a valuab that support their overall h	le individual. Think about	the perspectives of others.				
	ELGs: Show an understanding of their own feelings and those of others and begin to regulate their behaviour accordingly. Explain the reasons for rules, know right from wrong and try to behave accordingly. Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices. Work and play cooperatively and take turns with others. Form positive attachments to adults and friendships with peers. Show sensitivity to their own and to others' needs.									
	Create class rules. Our	Throughout the year the c	hildren will explore and lear	n about the themes - Fam	ilies and people who care	for me, Caring friendships,				
	feelings, mood monsters.	Respectful relationships, O	nline relationships, Being saf	e, Mental wellbeing, Inter	net safety and harms, Phys	sical Health and Fitness, My				
	Growing and changing.	Body, Healthy Eating, Healt	h and prevention, Basic first	aid.						
	Keeping healthy –exercise,	The children will learn thro	ugh Continuous Provision, Cir							
	hygiene, food.					•				

	Ravi's Roar. The Lion Inside											
Science	Development Steps: Use all t	heir senses in hands-on explor	ation of natural materials. E	xplore collections of materia	als with similar and/or differ	ent properties. Talk abou						
C+L, UW, PSED	what they see, using a wide v	ocabulary. Explore how things	work. Plant seeds and care	for growing plants. Underst	and the key features of the	life cycle of a plant and a						
	animal. Begin to understand	the need to respect and care	for the natural environmen	t and all living things. Explo	re and talk about different	forces they can feel. Tal						
	about the differences betwee	n materials and changes they i	notice. Explore the natural w	orld around them. Describe	what they see, hear and fee	l whilst outside. Recognis						
	some environments that are	different to the one in which t	hey live. Understand the eff	ect of changing seasons on	the natural world around th	em.						
	ELGs: Explore the natural wo	orld around them, making obs	ervations and drawing pictu	ures of animals and plants.	Know some similarities and	differences between the						
	natural world around them a	and contrasting environments,	drawing on their experience	ces and what has been reac	I in class. Understand some	important processes an						
	changes in the natural world	around them, including the se	asons and changing states o			1						
	Talk about Autumn and the	Animals – nocturnal and	Forces – pushing and	Exploring materials,	Observe, discuss and	Mini beast hunt, plants						
	seasons	diurnal. Shadows, night	pulling linked with toys.	floating and sinking	compare sea and land	 continue growing. 						
	Find out how the senses	and day. Hibernation and	Explore magnets.		animals, finding out							
	help us to make sense of	migration. Make a den for		Exploring using the	about animals and							
	the world	exploring light.		senses, investigating	where they live.							
	Explore and name the	Explore the sky on a		seasonal change	Terrariums							
	different parts of the body.	cloudy, misty sunny day.		through spring, life	Growing plants –							
	What do they do?	Plot the sun's movement		cycles including changes	flowers and vegetables.							
		throughout the day.		since we were babies								
		Prisms, kaleidoscopes.										
Computing		v how to 'hold' a mouse. To be										
UW, PD, PSED		ag to move objects purposefu	•			•						
		keyboard. To use the spaceba	_									
	use the ENTER key. To be able to use the arrow keys. To be able to select colours. To be able to mark make purposefully on the screen. To be able to control the pend											
		width. To be able to choose tools to experiment with. To be able to use the undo button. To be able to draw using mouse control. To plan routes for toy vehicles. To										
		follow a plan for a toy vehicle. To use the buttons on a floor robot to make it move. To be able to interpret simple instructions to predict the outcome. To experiment in										
	the music area of Mini Mash to combine sounds. To use the built-in sound effects in Purple Mash. To be able to record spoken words and play these back. To be able to											
	take photos using a device. To be able to open photos in Purple Mash. To know the technology used in the home. To be able to identify how technology is used outdoors											
	To be able to identify technology used in the wider world. To be able to understand why food should be kept away from devices. To be able to identify electrical safety											
	as important. To know safe ways to transport portable devices. To be able to understand what technology is. To be able to identify the main parts of a computer. To be											
	able to explain what 'private' means when using technology. To know what a quiz is. To be able to participate in a multiple-choice quiz using pictures. To be able to											
	participate in a sequencing quiz using pictures. To be able to participate in a cloze quiz. To be able to participate in a matching quiz. To be able to participate in a sorting and sequencing quiz. To be able to complete a quiz with mixed questions. To be able to play a quiz game. To navigate to PM login page. Login in picture passwords.											
	ELGs:											
		ety of materials, tools and tec	hniques, experimenting with	n colour, design, texture, foi	rm and function. Share thei	r creations, explaining th						
		•				Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. Work and play cooperatively and take turns with others. Be confident to try new activities and show independence, resilience and perseverance						

		in the face of challenge. Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow							
	instructions involving several	ideas or actions.							
	Purple Mash –Technology	Purple Mash –	Purple Mash – Robots	Purple Mash –. Taking	Purple Mash - Making	Purple Mash - Quizzes			
		Mouse/keyboard skills.	and programmable toys	photographs.	sounds.				
	Safe use of hardware.	Learn how to use Simple			Creating pictures.				
	Online safety (RSHE)	City							
Communication	Development Steps: Enjoy li	stening to longer stories and	can remember much of wha	t happens. Pay attention to	more than one thing at a t	ime, which can be difficu			
and Listening	Use a wider range of vocabula	ary. Understand a question or	rinstruction that has two par	ts, such as "Get your coat a	nd wait at the door". Under	stand 'why' questions, lik			
	"Why do you think the caterp	oillar got so fat?" Sing a large	repertoire of songs. Know m	any rhymes, be able to tall	k about familiar books, and	be able to tell a long stor			
	Develop their communication								
	pronunciation but may have								
	sentences of four to six word								
	conversation with an adult or		-		-				
	Understand how to listen car		-						
	check they understand what has been said to them. Articulate their ideas and thoughts in well-formed sentences. Connect one idea or action to another using a range of								
	connectives. Describe events in some detail. Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might								
	happen. Develop social phrases. Engage in story times. Listen to and talk about stories to build familiarity and understanding. Retell the story, once they have developed								
	a deep familiarity with the text, some as exact repetition and some in their own words. Use new vocabulary in different contexts. Listen carefully to rhymes Engage in								
	non-fiction books. Listen to and talk about selected non-fiction to develop a deep familiarity with new knowledge and vocabulary.								
	ELG: Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small								
	group interactions. Make comments about what they have heard and ask questions to clarify their understanding. Hold conversation when engaged in back-and-fort								
	exchanges with their teacher and peers. Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary. Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate. Express the								
	ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling an								
	support from their teacher.								
	Settling in activities. Making	Develop vocabulary through	h books and themes.						
	friends. Children talking		about their learning and des	cribe what they are doing.					
	about experiences that are								
	familiar to them. Talk	Use language in role-play e.	.g. shop and puppet theatre						
	about family and other	Stories with rhyme, repeati							
	important people. Talk	Author's chair, hot seating.	01						
	about special occasions	,	bulary, story language, discu	iss and describe characters	settings and events.				
	such as birthdays and other	Read, retell and adapt stori			,				
	celebrations. Take part in	Drama sessions focused on							
	circle time. Talk about		ing with a talk partner. Ask a	and answer questions expl	ain their learning e g 'how o	do vou know?'			
	myself using describing	Share their ideas within a la	•	ana anoveci questions, expi	ani aren rearrillig e.g. 110W (20 you know:			
	, ,		inge group.						
	words. Ask questions to get Listen to and learn poems.								

Talking to, asking questions of guest speakers i.e. parents and their jobs.

to know children in class.

	Listen to stories and								
	rhymes.								
	Model talk routines								
	through the day.								
Literacy	Development Steps: Underst	and the five key concepts abo	out print: - print has meanin	g - print can have different	purposes - we read English	text from left to right and			
	from top to bottom - the nan	nes of the different parts of a l	book - page sequencing. De	velop their phonological aw	areness, so that they can: -	spot and suggest rhymes -			
	count or clap syllables in a wo	ord - recognise words with the	same initial sound, such as r	money and mother. Engage	in extended conversations a	bout stories, learning new			
	vocabulary. Use some of thei	r print and letter knowledge in	their early writing. For exa	mple: writing a pretend sho	pping list that starts at the t	op of the page; writing 'm'			
	for mummy. Write some or a	ll of their name. Write some le	etters accurately. Read indiv	idual letters by saying the s	ounds for them. Blend sound	ds into words, so that they			
	can read short words made u	ip of known letter sound corre	espondences. Read some le	tter groups that each repre	sent one sound and say sou	unds for them. Read a few			
	common exception words ma	tched to the school's phonic p	programme. Read simple ph	rases and sentences made (up of words with known lette	er-sound correspondences			
	and, where necessary, a few	exception words. Re-read the	se books to build up their co	onfidence in word reading,	their fluency and their unde	erstanding and enjoyment.			
	Form lower-case and capital letters correctly. Spell words by identifying the sounds and then writing the sound with letter/s. Write short sentences with words with								
	known letter-sound correspo	known letter-sound correspondences using a capital letter and full stop. Re-read what they have written to check that it makes sense.							
	ELGs:								
	Comprehension - Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced								
	vocabulary. Anticipate (where appropriate) key events in stories. Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes								
	and poems and during role play.								
	Word Reading - Say a sound for each letter in the alphabet and at least 10 digraphs. Read words consistent with their phonic knowledge by sound-blending. Read aloud								
	simple sentences and books that are consistent with their phonic knowledge, including some common exception words. Writing Write recogniscable letters, most of which are correctly formed. Spell words by identifying sounds in them and representing the sounds with a letter or letters.								
	Writing - Write recognisable letters, most of which are correctly formed. Spell words by identifying sounds in them and representing the sounds with a letter or letters. Write simple phrases and sentences that can be read by others. Squiggle while you Wiggle – writing programme.								
	Books with a familiar	Story beginnings, story	Story maps, story	Different versions of	Descriptions, explore	Poetry – colour and			
	setting. Recognise and	language. Children will	language. Children will	traditional tales	non-fiction texts. Work	sense poems. Writing			
	write name. Enjoy looking	write stories in shared and	write stories in shared	Instructions – making	around the Elmer	journals.			
	at different story books.	guided writing and	and guided writing and	pancakes and porridge	stories.	Story writing using Use			
	Rhyming and alliteration.	independently. Talk about	independently. Writing	Lists –plan a party for	Make an information	pictures and paintings			
	Begin to write labels. Talk	characters in story books.	descriptions of toys old	the three bears	book about sea	as a focus for			
	about characters in story		and new. Instructions –	Group/ind writing –	creatures/animals.	developing language			
	books. Label body parts		following and writing	letter to the three	Group and individual	and providing ideas for			
	Imagine and recreate roles		instructions.	bears, write stories,	writing	writing.			
	in real life family situations			story circle					
	and fictional stories.			,					
	Helicopter stories.								
Maths	Development Steps: Develop	fast recognition of up to 3 ob	jects, without having to cou	nt them individually ('subiti	sing'). Recite numbers past 5	. Say one number for each			
	item in order: 1,2,3,4,5. Knov	v that the last number reached	when counting a small set	of objects tells you how ma	ny there are in total ('cardin	al principle'). Show 'finger			

C+L, UW

numbers' up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Experiment with their own symbols and marks as well as numerals. Solve real world mathematical problems with numbers up to 5. Compare quantities using language: 'more than', 'fewer than'.

Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Understand position through words alone – for example, "The bag is under the table," with no pointing. Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'. Make comparisons between objects relating to size, length, weight and capacity. Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc. Combine shapes to make new ones - an arch, a bigger triangle, etc. Talk about and identifies the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs', etc. Extend and create ABAB patterns – stick, leaf, Stick, leaf. Notice and correct an error in a repeating pattern. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...' Count objects, actions and sounds. Subitise. Link the number symbol (numeral) with its cardinal number value. Count beyond ten. Compare numbers. Understand the 'one more than/one less than' relationship between consecutive numbers. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–5 and some to 10. Select, rotate and manipulate shapes to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. Continue, copy and create repeating patterns. Compare length, weight and capacity.

ELG: Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. Verbally count beyond 20, recognising the pattern of the counting system. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

Assessment – 3 weeks	Representing,	Comparing numbers to 5	Making pairs	Build numbers beyond	Doubling
Match and sort	composition, comparing -1	Composition of 4 and 5	Length and height	10	Sharing and grouping
Comparing sizes – length,	Representing,	Compare mass	Counting to 9 and 10	Count patterns beyond	Even and odd
height, mass	composition, comparing -2	Compare capacity	Comparing numbers to	10	Spatial reasoning
Patterns	Representing,	6, 7, 8	10	Spatial reasoning -	Visualise and build
Geometry – Spatial	composition, comparing -3	Comparing two amounts	Bonds to 10	Match, rotate,	Deepening and
awareness	Representing,	Geometry - Spatial	3d shapes	manipulate	understanding –
Time	composition, comparing -4	awareness	Patterns	Adding more	problem solving and
	Representing,			Taking away	reasoning
	composition, comparing -5			Spatial reasoning	Patterns and
Spatial reasoning – 2d	Introducing 0			Compose and	relationships
shapes are introduced	Recap numbers 0-5			decompose	Spatial mapping
alongside respective					
numbers	(For each number				
	composition, subitising,				Maths will be taught
	one-one correspondence				discretely and through
	in counting, ordering, 1				continuous provision
	more, 1 less is taught)				

Key Texts	What makes me Me, Coming to England, Marvellous Me, The Growing Story, Then There Were Giants, The Great Big Book of Feelings, Owl Babies, You choose, The Family book, All kinds of people, All kinds of beliefs.	Owl Babies, The fox in the dark, Can't you sleep Little Bear, In the middle of the Night, How to Catch a Star, Rainbows, Whatever Next, Funny Bones and Park in the Dark, The Magic Porridge Pot, The Little Red Hen. Christmas Stories, The Nativity. Rama and Sita, simple texts about Diwali,	The Toymaker, Lost in the Toy Museum, Toys Around the World, Toys in Space, That Rabbit Belongs to Emily Brown, Dogger, Naughty Bus, Stanley's Stick, The History of Toys, Kipper's Toybox, The Story of Pinocchio, One Snowy Night, Snow Bears, The Great Explorer – Chris	Goldilocks and the Three Bears, The Three Billy Goats Gruff, The Magic Porridge Pot, The Little Red Hen, The Gingerbread Man, The Hare and The Tortoise, and different versions from around the world, Why the sun and the moon live in the sky, The Greedy Zebra, How	Elmer stories, Caterpillar Cake, The Very Hungry Caterpillar, Super Worm, Titch, The Enormous Turnip, What Made Tiddilick Laugh, Look Up, You Choose Space, A Song of Gladness, My World, Your World, What a Wonderful World, It's Your World Now, books	Bear Hunt, Rosie's Walk. Brown Bear, Brown Bear, Polar Bear, Polar Bear, Rainbow Fish, Sharing a Shell, Rosie's Walk, What The Ladybird Heard, The Train Ride, simple maps, My Map Book, Oh, The Places You will Go, The Everywhere Bear, Let's Go For A
		Hannukah, Books about winter, hibernation.	Judge, The Gruffalo's Child, Jack Frost, A thing called snow, Mr Wolf's pancakes The Great Race – the Chinese zodiac story Li's Chinese New Year.	the Elephant Got His Trunk, You Choose Fairy Tales, The Pea and The Princess.	about animals and sea life.	Walk.
Key vocabulary	Season, change, time, year. Harvest, festival, vegetables, fruits, scarecrows, combine harvester, sowing seeds, growing. Autumn, leaves, conkers, orange, brown, yellow, red, seasons, rustling, crunchy, autumn weather – rain, sun, cloud, senses, sour, sweet.	Time, year, festival, celebrate, Diwali, Festival of Lights, Hindu, mehndi, rangoli. Remembrance. Light, dark, shadows, sunset. Jesus, Nativity, Shepherds, stable, manger, Inn, Bethlehem, Mary, Joseph, donkey, Christmas, believe, worship, pray, God, Christian, flock, celebration. Tomorrow, yesterday, today.	Old, new, past, timeline, plastic, wood, metal, names of toys, hard, soft, shiny, dull, rough, smooth, pull, push. Easter, Chinese new year, pancake day (Shrove Tuesday), Lent, Winter.	Story beginnings – one day, character, setting, text, description words, floating, sinking, waterproof, material, soft, hard, shiny, dull, rough, smooth, glass, wood, plastic. Spring, plant, weather, names of plants, life cycle.	World, planet, sea, ocean, land, animal names, habitat, polar, desert.	Summer, same, different, similar, Equator, North Pole, South Pole, continent ocean, seas, island, beach, cliff, coast, forest, hill, mountain, city, town, village, factory, farm, house, office, port, harbour, shop.
Characteristics of Learning	Playing and Exploring: Findin Using what they know in thei Being willing to have a go Active Learning: Being involv Keeping on trying Enjoying achieving what they	g out and exploring r play ed and concentrating				

Creating and Thinking Critically: Having their own idea
Using what they already know to learn new things
Choosing ways to do things and finding new ways