## 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 interest	t in the themes and areas o	f learning below. The			
- EYFS area link	theme of The Seasons and Ce Provision.	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	de which materials to use to	express them. Join differer	nt materials and explore diff	ferent textures. Create			
EAD, PD, PSED,	1	s lines and begin to use these							
C+L, UW	_	se drawing to represent ideas			_ ,	_			
	-	king. Return to and build on th	eir previous learning, refinir	ng ideas and developing thei	ir ability to represent them.	Create collaborative			
	sharing ideas, resources and s	skills.							
	<b>ELGs:</b> Safely use and explore a	a variety of materials, tools and	d techniques, experimenting	with colour, design, texture	e, form and function, Share	their creations, explaining			
	the process they have used. N	•		•		area or eactoris, expressing			
	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			
	<ul> <li>using different objects</li> </ul>	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	•	•		•				
EAD, PSED, C+L,	materials to use to express th		•						
PD		<ul> <li>Create collaboratively, sharing form and function. Share their</li> </ul>							
		lls so that they can use a range		•	oose the right resources to	carry out their own plan.			
	Develop their small motor ski	is so that they can use a range	or tools competently, saler	, and confidency.					
	ELGs: Use a range of small too	ols, including scissors, paintbru	ishes.						

	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 11	ol to the life		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.								
	<b>ELGs:</b> Talk about the lives of	<b>ELGs:</b> 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								
Music/drama	Box	t in simple protond play using	an abject to represent com	esthing also ayon though th	ov are not similar. Use draw	ing to represent ideas like			
EAD, C+L, PSED	<b>Development Steps:</b> Take par movement or loud noises. Sho		• •	-	•	• ,			
LAD, CTL, F3LD	to what they have heard, exp								
	the melodic shape (moving n		-						
	instruments with increasing of			-					
	collaboratively, sharing ideas,	·	•	•	· ·	•			
	and performance art, expressi		•						
	in their pretend play. Explore	and engage in music making a	and dance, performing solo	or in groups.					
	<b>ELGs:</b> Make use of props and	d materials when role playing	characters in narratives an	d stories. Invent. adapt and	d recount narratives and sto	ories with peers and their			
		. , 0				•			
	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 PSER CAL	Development Steps: Continu	•		·	· · · · · · · · · · · · · · · · · · ·				
PD, PSED, C+L	using alternate feet. Skip, hop make marks. Start taking part	• •		•	•				
					•				
		of movements which are related to music and rhythm. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to 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 o	obstacles safely, with conside	ration for themselves and	others. Demonstrate strer	ngth, balance and coordina	tion when playing. Move			
	energetically, such as running	, jumping, dancing, hopping, s	kipping and climbing.	1		1			
	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 - Creative	Real PE skills – Apply				
	Coordination:	Gymnastics	Skills:	Coordination:	Physical	Real PE Skills - Personal			
	The Birthday Surprise			Clowning Around	Coordination:	Coordination:			

	Footwork	Theme: At Home and The	Artistry, partnering,	Ball Skills	Juggling -John &	(6 sessions)
	(FUNS Station 10)	Jungle	circles and shapes	(FUNS Station 9)	Jasmine Learn to Juggle	Bike - The Birthday
	(FUNS Station 10)	Shape Skills and travelling	circles and snapes	(FUNS Station 9)	Sending and Receiving	Surprise
	Static Balance:	Floor work, low apparatus	Real PE Skills - Cognitive	Counter Balance:	(FUNS Station 8)	Footwork
	Pirate Pranks	and high apparatus.	Dynamic Balance:	Seaside - Wendy's	(FUNS Station 6)	(FUNS Station 10)
	One Leg	and high apparatus.	Tilly the Train's Big Day	Water-Ski Challenge		Plus Ball Skills
	(FUNS Station 1)		On a Line	With a Partner	Agility:	(FUNS Station 9)
	(FONS Station 1)		(FUNS Station 5)	(FUNS Station 7)	Fairytale - Rings to the	(10143 Station 3)
			(FONS Station 5)	(10143 Station 7)	Rescue	Decide to the control of distance I
			Static Balance:	Real PE skills— Health &	Reaction/Response	Revisit with additional
			Thembi Walks the	Fitness	(FUNS Station 12)	mini activities
			Tightrope	Agility:		
			Stance	Sammy Squirrel		Co-ordination identified
			(FUNS Station 4)	Ball Chasing	Real PE Skills - Social	as essential skill focus
			(1 0143 3tation 4)	(FUNS Station 11)	Dynamic Balance :	
				(10145 5tation 11)	Journey to the Blue	
				Static Balance:	Planet: Agility:	Multiskills:
				Casper the Very Clever	Jumping and Landing	(6 weeks)
				Cat	(FUNS Station 6)	(0.11.00110)
				Floor Work	Static Balance:	Sports day skills
				(FUNS Station 3)		lumania a mundia a
				(	Monkey Business Seated	Jumping – running ,
						jumping – mini hurdles/speed
					(FUNS Station 2)	bouncing and balance
						bouncing and balance
						Agility and movement –
						hoops, under and over,
						in and out, weaving
						Throwing and accuracy
						<ul> <li>beans bag and target</li> </ul>
				1		throwing
RE		in to understand the need to res				
PSED, C+L, UW	Christian.	nity. Recognise that people have	e uniferent beliefs and celeb	irate special times in differ	ent ways. Begin to understa	mu what it means to be a
	Cilistian.					
	<b>ELGs:</b> Know some similarit	ies and differences between diffe	erent religious and cultural c	ommunities in this country.	drawing on their experience	es and what has been read
	in class.		- 0		0 : :::::::::::::::::::::::::::::::::::	
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	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.	Wilde is Edster.	Christian?	Special Flaces			
	together?	Why Does Christmas	Sillove raesady.		Ciriocian.				
	together.	Matter?							
RSHE	Development Steps: Develo	p their sense of responsibility	and membership of a com	munity. Find solutions to a	onflicts and rivalries. For ex	ample, accepting that not			
PSED, C+L, UW	everyone can be Spider-Man feelings using words like 'ha needs, e.g., brushing teeth, themselves as a valuable ind Manage their own needs. Pe	n in the game, and suggesting of ppy', 'sad', 'angry' or 'worried using the toilet, washing and dividual. Build constructive an brsonal hygiene. Know and talk	other ideas. Develop approp '. Understand gradually how I drying their hands thorou d respectful relationships. S about the different factors	oriate ways of being asserti v others might be feeling. I ghly. Make healthy choice See themselves as a valual that support their overall I	ve. Talk with others to solve Be increasingly independent is about food, drink, activity ble individual. Think about tl	conflicts. Talk about their in meeting their own care and tooth-brushing. See ne perspectives of others.			
	eating, tooth-brushing, sensi	ble amounts of 'screen time', I	having a good sleep routine,	being a safe pedestrian.					
	wrong and try to behave acc	<b>ELGs:</b> 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 ch	nildren will explore and lear	n about the themes - Fam	illies and people who care f	or me, Caring friendships,			
	feelings, mood monsters.								
	Growing and changing. Body, Healthy Eating, Health and prevention, Basic first aid.								
	Keeping healthy –exercise, The children will learn through Continuous Provision, Circle Times and through discrete teaching. (For details – see RHSE Curriculum)								
	hygiene, food.								
	Ravi's Roar. The Lion Inside								
Science	Development Steps: Use all t	their senses in hands-on exploi	ration of natural materials. E	Explore collections of mater	ials with similar and/or differ	ent properties. Talk about			
C+L, UW, PSED	what they see, using a wide vocabulary. Explore how things work. Plant seeds and care for growing plants. Understand the key features of the life cycle of a plant and an								
	animal. Begin to understand the need to respect and care for the natural environment and all living things. Explore and talk about different forces they can feel. Talk								
	about the differences between materials and changes they notice. Explore the natural world around them. Describe what they see, hear and feel whilst outside. Recognise								
	some environments that are different to the one in which they live. Understand the effect of changing seasons on the natural world around them.								
	<b>ELGs:</b> Explore the natural world around them, making observations and drawing pictures of animals and plants. Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class. Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.								
	Talk about Autumn and the	Animals – nocturnal and	Forces – pushing and	Exploring materials,	Mini beast hunt. Find	Mini beast hunt			
	seasons	diurnal. Shadows, night	pulling linked with toys.	floating and sinking	out about animals and	(revisited), plants –			
	Find out how the senses	and day. Hibernation and	Explore magnets.		where they live.	continue growing.			
	help us to make sense of	migration. Make a den for		Exploring using the	Growing plants –	Observe, discuss and			
	the world	exploring light.		senses, investigating	flowers and vegetables.	compare sea and land			
		Explore the sky on a		seasonal change		animals.			
	1	1 ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' ' '	i		•				

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	Explore and name the	Plot the sun's movement		cycles including changes				
	different parts of the body.	throughout the day.		since we were babies				
n.	What do they do?	Prisms, kaleidoscopes.						
Computing	Development Steps: To know	how to 'hold' a mouse. To be	e able to move the mouse pu	urposefully. To be able to cl	ick the left hand mouse but	ton to perform an action.		
UW, PD, PSED	To be able to use click and drag to move objects purposefully. To be able to use the scroll roller on a mouse. To know how to use a laptop touchpad. To be able to find							
n.	letters for their name on the keyboard. To use the spacebar. To be able to delete using the backspace key and the DELETE key. To be able to type numbers. To be able to							
	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 pencil							
	· ·	cools to experiment with. To b						
		. To use the buttons on a floor			•	•		
		to combine sounds. To use the						
		be able to open photos in Pur		•				
	To be able to identify technol			= :	· ·	= :		
		ays to transport portable devi						
	•	means when using technolog			·	· ·		
		uiz using pictures. To be able to				= :		
		ole to complete a quiz with mix						
	and sequencing quiz. To be at	one to complete a quiz with mis	ked questions. To be able to	play a quiz gaine. To naviga	ite to Fivi logili page. Logili i	ii picture passwords.		
	ELGs:							
		ety of materials, tools and tech	aniques experimenting with	colour docian toxture for	m and function. Share their	contions ovalaining the		
		cand play cooperatively and ta		_				
	-	e focused attention to what						
	instructions involving several		the teacher says, respondi	ig appropriately even when	i eligaged ili activity, aliu	Show all ability to follow		
<u> </u>			Donale March - Data to	Donale March Talder	Donale March Marking	Burnels March Outers		
	Purple Mash –Technology	Purple Mash –	Purple Mash – Robots	Purple Mash –. Taking	Purple Mash - Making			
	around us.					Purple Mash - Quizzes.		
		Mouse/keyboard skills.	and programmable toys	photographs.	sounds.	ruipie Masii - Quizzes.		
	Safe use of hardware.	Learn how to use Simple	and programmable toys	photographs.	sounds. Creating pictures.	r diple iviasii - Quizzes.		
	Safe use of hardware. Online safety (RSHE)	Learn how to use Simple City			Creating pictures.	·		
Communication	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy lis	Learn how to use Simple City stening to longer stories and c	an remember much of what	happens. Pay attention to	Creating pictures. more than one thing at a tir	ne, which can be difficult.		
Communication and Listening	Safe use of hardware. Online safety (RSHE) <b>Development Steps:</b> Enjoy list Use a wider range of vocabula	Learn how to use Simple City stening to longer stories and c ary. Understand a question or i	an remember much of what instruction that has two part	happens. Pay attention to s, such as "Get your coat an	Creating pictures.  more than one thing at a tir d wait at the door". Unders	ne, which can be difficult. tand 'why' questions, like:		
Communication and Listening	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy list Use a wider range of vocabular "Why do you think the caterp	Learn how to use Simple City stening to longer stories and cary. Understand a question or its illar got so fat?" Sing a large r	an remember much of what instruction that has two part epertoire of songs. Know ma	happens. Pay attention to s, such as "Get your coat an any rhymes, be able to talk	Creating pictures.  more than one thing at a tir d wait at the door". Unders about familiar books, and b	ne, which can be difficult. tand 'why' questions, like: e able to tell a long story.		
Communication and Listening	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy lis Use a wider range of vocabula "Why do you think the catery Develop their communication	Learn how to use Simple City stening to longer stories and cary. Understand a question or its of the control of	an remember much of what instruction that has two part epertoire of songs. Know ma problems with irregular tens	happens. Pay attention to s, such as "Get your coat an any rhymes, be able to talk ses and plurals, such as 'rui	Creating pictures.  more than one thing at a tir d wait at the door". Unders about familiar books, and b nned' for 'ran', 'swimmed'	ne, which can be difficult. tand 'why' questions, like: e able to tell a long story. for 'swam'. Develop their		
Communication and Listening	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy lis Use a wider range of vocabula "Why do you think the catery Develop their communication pronunciation but may have	Learn how to use Simple City stening to longer stories and cary. Understand a question or its of the control of	an remember much of what instruction that has two part epertoire of songs. Know ma problems with irregular tens ds: r, j, th, ch, and sh - multi	happens. Pay attention to s, such as "Get your coat an any rhymes, be able to talk ses and plurals, such as 'rui syllabic words such as 'pter	Creating pictures.  more than one thing at a tir d wait at the door". Unders about familiar books, and b nned' for 'ran', 'swimmed' odactyl', 'planetarium' or 'h	ne, which can be difficult. tand 'why' questions, like: e able to tell a long story. for 'swam'. Develop their nippopotamus' Use longer		
Communication and Listening	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy lis Use a wider range of vocabula "Why do you think the catery Develop their communication pronunciation but may have a sentences of four to six word	Learn how to use Simple City stening to longer stories and cary. Understand a question or itiliar got so fat?" Sing a large ran, but may continue to have poroblems saying: - some sounds. Be able to express a point	an remember much of what instruction that has two part epertoire of songs. Know ma problems with irregular tens ds: r, j, th, ch, and sh - multi of view and to debate wher	happens. Pay attention to s, such as "Get your coat an any rhymes, be able to talk ies and plurals, such as 'rur syllabic words such as 'pter n they disagree with an adu	Creating pictures.  more than one thing at a tir d wait at the door". Unders about familiar books, and b nned' for 'ran', 'swimmed' odactyl', 'planetarium' or 'f ilt or a friend, using words	ne, which can be difficult. tand 'why' questions, like: e able to tell a long story. for 'swam'. Develop their nippopotamus' Use longer as well as actions. Start a		
Communication and Listening	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy lis Use a wider range of vocabula "Why do you think the catery Develop their communication pronunciation but may have pentences of four to six word conversation with an adult or	Learn how to use Simple City stening to longer stories and cary. Understand a question or itiliar got so fat?" Sing a large ran, but may continue to have poroblems saying: - some sounds. Be able to express a point a friend and continue it for m	an remember much of what instruction that has two part epertoire of songs. Know material with irregular tensids: r, j, th, ch, and sh - multiof view and to debate wher any turns. Use talk to organi	happens. Pay attention to s, such as "Get your coat an any rhymes, be able to talk ses and plurals, such as 'rur syllabic words such as 'pter n they disagree with an adu se themselves and their pla	Creating pictures.  more than one thing at a tir d wait at the door". Unders about familiar books, and b nned' for 'ran', 'swimmed' odactyl', 'planetarium' or 'f ilt or a friend, using words y: "Let's go on bus you sit	me, which can be difficult. tand 'why' questions, like: e able to tell a long story. for 'swam'. Develop their hippopotamus' Use longer as well as actions. Start a there I'll be the driver."		
Communication and Listening	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy list Use a wider range of vocabulat "Why do you think the catery Develop their communication pronunciation but may have persentences of four to six word conversation with an adult or Understand how to listen care	Learn how to use Simple City stening to longer stories and cary. Understand a question or it illar got so fat?" Sing a large ran, but may continue to have poroblems saying: - some sounds. Be able to express a point a friend and continue it for mefully and why listening is imp	an remember much of what instruction that has two part epertoire of songs. Know material with irregular tensids: r, j, th, ch, and sh - multiof view and to debate wher any turns. Use talk to organiportant. Learn new vocabula	happens. Pay attention to s, such as "Get your coat an any rhymes, be able to talk ses and plurals, such as 'rur syllabic words such as 'ptern they disagree with an aduse themselves and their plairy. Use new vocabulary thr	Creating pictures.  more than one thing at a tir d wait at the door". Unders about familiar books, and b nned' for 'ran', 'swimmed' odactyl', 'planetarium' or 'h ilt or a friend, using words y: "Let's go on bus you sit ough the day. Ask question	me, which can be difficult. tand 'why' questions, like: e able to tell a long story. for 'swam'. Develop their hippopotamus' Use longer as well as actions. Start a there I'll be the driver." s to find out more and to		
Communication and Listening	Safe use of hardware. Online safety (RSHE)  Development Steps: Enjoy list Use a wider range of vocabulat "Why do you think the catery Develop their communication pronunciation but may have a sentences of four to six word conversation with an adult or Understand how to listen car check they understand what he	Learn how to use Simple City stening to longer stories and cary. Understand a question or itiliar got so fat?" Sing a large ran, but may continue to have poroblems saying: - some sounds. Be able to express a point a friend and continue it for m	an remember much of what instruction that has two part epertoire of songs. Know material with irregular tensids: r, j, th, ch, and sh - multiof view and to debate wher any turns. Use talk to organiportant. Learn new vocabulate their ideas and thoughts	happens. Pay attention to as, such as "Get your coat an any rhymes, be able to talk ses and plurals, such as 'rur syllabic words such as 'pter a they disagree with an aduse themselves and their plairy. Use new vocabulary thr in well-formed sentences. C	Creating pictures.  more than one thing at a tird wait at the door". Understabout familiar books, and boned' for 'ran', 'swimmed' odactyl', 'planetarium' or 'fult or a friend, using words y: "Let's go on bus you sit ough the day. Ask question onnect one idea or action to	me, which can be difficult. tand 'why' questions, like: e able to tell a long story. for 'swam'. Develop their hippopotamus' Use longer as well as actions. Start a there I'll be the driver." is to find out more and to a another using a range of		

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-forth 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 their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.

Settling in activities. Making friends. Children talking about experiences that are familiar to them. Talk about family and other important people. Talk about special occasions such as birthdays and other celebrations. Take part in circle time. Talk about myself using describing words. Ask questions to get to know children in class. Listen to stories and rhymes. Model talk routines

through the day.

Develop vocabulary through books and themes.

Use new vocabulary to talk about their learning and describe what they are doing.

Show and Tell.

Use language in role-play e.g. shop and puppet theatre

Stories with rhyme, repeating patterns and language.

Author's chair, hot seating.

Use stories to develop vocabulary, story language, discuss and describe characters, settings and events.

Read, retell and adapt stories.

Drama sessions focused on topic related stories

Children discuss their learning with a talk partner. Ask and answer questions, explain their learning e.g. 'how do you know?'

Share their ideas within a large group.

Listen to and learn poems.

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

## Literacy

**Development Steps:** Understand the five key concepts about print: - print has meaning - print can have different purposes - we read English text from left to right and from top to bottom - the names of the different parts of a book - page sequencing. Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother. Engage in extended conversations about stories, learning new vocabulary. Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; writing 'm' for mummy. Write some or all of their name. Write some letters accurately. Read individual letters by saying the sounds for them. Blend sounds into words, so that they can read short words made up of known letter sound correspondences. Read some letter groups that each represent one sound and say sounds for them. Read a few common exception words matched to the school's phonic programme. Read simple phrases and sentences made up of words with known letter-sound correspondences and, where necessary, a few exception words. Re-read these books to build up their confidence in word reading, their fluency and their understanding 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 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 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
setting. Recognise and
write name. Enjoy looking
at different story books.
Rhyming and alliteration.
Begin to write labels. Talk
about characters in story
books. Label body parts
Imagine and recreate roles
in real life family situations
and fictional stories.
Helicopter stories.

Story beginnings, story language. Children will write stories in shared and guided writing and independently. Talk about characters in story books.

Story maps, story language. Children will write stories in shared and guided writing and independently. Writing descriptions of toys old and new. Instructions – following and writing instructions.

Different versions of traditional tales Instructions – making pancakes and porridge Lists –plan a party for the three bears Group/ind writing – letter to the three bears, write stories, story circle

Descriptions, explore Poetry – colour and non-fiction texts. Work sense poems. Writing around the Elmer journals. stories. Story writing using Use Make an information pictures and paintings book about sea as a focus for creatures/animals. developing language Group and individual and providing ideas for writing writing.

## Maths *C+L, UW*

**Development Steps:** Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger 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.

		Danas anti-	C	NA-Line acts	Build words 1 1	Davide Control
	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,	Owl Babies, The fox in the	The Toymaker, Lost in	Goldilocks and the	Elmer stories,	Bear Hunt, Rosie's
	Coming to England,	dark, Can't you sleep Little	the Toy Museum, Toys	Three Bears, The Three	Caterpillar Cake, The	Walk. Brown Bear,
	Marvellous Me, The	Bear, In the middle of the	Around the World, Toys	Billy Goats Gruff, The	Very Hungry Caterpillar,	Brown Bear, Polar Bear,
	Growing Story, Then There	Night, How to Catch a Star,	in Space, That Rabbit	Magic Porridge Pot, The	Super Worm, Titch, The	Polar Bear, Rainbow
	Were Giants, The Great Big	Rainbows, Whatever Next,	Belongs to Emily Brown,	Little Red Hen, The	Enormous Turnip, What	Fish, Sharing a Shell,
	Book of Feelings, Owl	Funny Bones and Park in	Dogger, Naughty Bus,	Gingerbread Man, The	Made Tiddilick Laugh,	Rosie's Walk, What The
	Babies, You choose, The	the Dark, The Magic	Stanley's Stick, The	Hare and The Tortoise,	Look Up, You Choose	Ladybird Heard, The
	Family book, All kinds of	Porridge Pot, The Little	History of Toys, Kipper's	and different versions	Space, A Song of	Train Ride, simple
	people, All kinds of beliefs.	Red Hen. Christmas	Toybox, The Story of	from around the world,	Gladness, My World,	maps, My Map Book,
		Stories, The Nativity.	Pinocchio, One Snowy	Why the sun and the	Your World, What a	Oh, The Places You will
		Rama and Sita , simple	Night, Snow Bears, The	moon live in the sky,	Wonderful World, It's	Go, The Everywhere
		texts about Diwali,	Great Explorer – Chris	The Greedy Zebra, How	Your World Now, books	Bear, Let's Go For A
		Hannukah, Books about	Judge, The Gruffalo's	the Elephant Got His	about animals and sea	Walk.
		winter, hibernation.	Child, Jack Frost, A thing	Trunk, You Choose Fairy	life.	
		,	called snow, Mr Wolf's	Tales, The Pea and The		
			pancakes The Great	Princess.		
I			Race – the Chinese	1		Í

			zodiac story Li's Chinese New Year.						
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	Playing and Exploring: Finding	g out and exploring							
of Learning	Using what they know in their play								
	Being willing to have a go								
	Active Learning: Being involved and concentrating								
	Keeping on trying								
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Enjoying achieving what they set out to do  Creating and Thinking Critically: Having their own idea							
	Using what they already know								
	Choosing ways to do things a	_							