EYFS Long Term Curriculum 2024-25

	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 pr	 ovoke curiosity and interes	 t in the themes and areas o	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 dec	ide which materials to use to	express them. Join differe	nt materials and explore dif	ferent textures. Create			
EAD, PD, PSED,	closed shapes with continuou	is lines and begin to use these	shapes to represent objects	. Draw with increasing com	plexity and detail, such as re	epresenting a face with a			
C+L, UW	circle and including details. U	se drawing to represent ideas	like movement or loud noise	es. Show different emotions	in their drawings and pain	tings.			
	Explore colour and colour-mix	xing. 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 s	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 how	w to use them and what to i	nake. Develop their own id	eas and then decide which			
EAD, PSED, C+L,	materials to use to express tl	hem. Join different materials a	and explore different textur	es. Return to and build on	their previous learning, refi	ning ideas and developing			
PD		n. Create collaboratively, sharir							
	with colour, design, texture,	form and function. Share thei	r creations, explaining the p	process they have used. Ch	oose the right resources to	carry out their own plan			
	Develop their small motor ski	ills so that they can use a range	e of tools competently, safel	y and confidently.					
	ELGs: Use a range of small to	ols including scissors nainthru	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 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	the people around them and	their roles in society. Know s	ome similarities and differe	nces 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							
	Вох							
	Development Steps: Take par movement or loud noises. Sho to what they have heard, exp the melodic shape (moving r instruments with increasing of collaboratively, sharing ideas, and performance art, expressi in their pretend play. Explore	ow different emotions in their ressing their thoughts and fee nelody, such as up and down control to express their feelings and response their feelings and response	drawings and paintings, like elings. Remember and sing , down and up) of familiar gs and ideas. Explore, use tentively, move to and talk s. Sing in a group or on their	e happiness, sadness, fear, entertire songs. Sing the pitch of songs. Create their own so and refine a variety of artistabout music, expressing the own, increasingly matching	tc. Listen with increased attored at the control of a tone sung by another progress or improvise a song arcestic effects to express their ir feelings and responses. We have to be control of the control	ention to sounds. Respond erson ('pitch match'). Sing bund one they know. Play ideas and feelings. Create atch and talk about dance		
	ELGs: Make use of props and materials when role playing characters in narratives and stories. Invent, adapt and recount narratives and stories with peers and their 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.							
	Throughout the year the chil different forms of music throu high, low, loud and quiet. The make sounds using a glockens	ugh listening and appraising ac ey will explore the sounds dif	ctivities. They will learn to k ferent instruments make a	eep a pulse and will copy an nd use them to illustrate sto	d explore different rhythms ories. They will compose the	. They will learn fast, slow, ir own music and learn to		
PE PD, PSED, C+L	Development Steps: Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Start taking part in some group activities which they make up for themselves, or in teams. Increasingly able to use and remember sequences and patterns 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 activi							
	ELGs: Negotiate space and cenergetically, such as running	• •		others. Demonstrate stren	ngth, balance and coordina	tion when playing. Move		
	Daily run. Yoga Real PE Skills - Personal	Daily run. Yoga Real PE Skills – Social	Daily run. Yoga Real Dance - Social	Daily run. Yoga Real PE Skills - Creative	Daily run. Yoga Real PE skills – Apply	Daily run. Yoga		
	Coordination:	Gymnastics	Skills:	Coordination:	Physical	Real PE Skills - Personal Coordination:		

	The Birthday Surprise Footwork (FUNS Station 10) Static Balance: Pirate Pranks One Leg (FUNS Station 1)	Theme: At Home and The Jungle Shape Skills and travelling Floor work, low apparatus and high apparatus.	Artistry, partnering, circles and shapes Real PE Skills - Cognitive Dynamic Balance: Tilly the Train's Big Day On a Line (FUNS Station 5) Static Balance: Thembi Walks the Tightrope Stance (FUNS Station 4)	Clowning Around Ball Skills (FUNS Station 9) Counter Balance: Seaside - Wendy's Water-Ski Challenge With a Partner (FUNS Station 7) Real PE skills— Health & Fitness Agility: Sammy Squirrel Ball Chasing (FUNS Station 11) Static Balance: Casper the Very Clever Cat Floor Work (FUNS Station 3)	Coordination: Juggling -John & Jasmine Learn to Juggle Sending and Receiving (FUNS Station 8) Agility: Fairytale - Rings to the Rescue Reaction/Response (FUNS Station 12) Real PE Skills - Social Dynamic Balance: Journey to the Blue Planet: Agility: Jumping and Landing (FUNS Station 6) Static Balance: Monkey Business Seated (FUNS Station 2)	(6 sessions) Bike - The Birthday Surprise Footwork (FUNS Station 10) Plus Ball Skills (FUNS Station 9) Revisit with additional mini activities Co-ordination identified as essential skill focus Multiskills: (6 weeks) Sports day skills Jumping - running , jumping - mini hurdles/speed bouncing and balance Agility and movement - hoops, under and over, in and out, weaving Throwing and accuracy - beans bag and target throwing
RE PSED, C+L, UW	Development Steps: Begin to members of their community Christian. ELGs: Know some similarities in class.	y. Recognise that people have	different beliefs and celeb	rate special times in differe	nt ways. Begin to understa	throwing ome places are special to nd what it means to be a

	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		their sense of responsibility	•	•					
PSED, C+L, UW		in the game, and suggesting of							
		ppy', 'sad', 'angry' or 'worried'		_		_			
		using the toilet, washing and ividual. Build constructive and	, -			_			
		rsonal hygiene. Know and talk							
	_	ole amounts of 'screen time', h			cartif and wembering. Tegula	i physical activity, ficality			
	ELGs: Show an understanding	g of their own feelings and tho	se of others and begin to re	gulate their behaviour acco	rdingly. Explain the reasons	for rules, know right from			
		ordingly. Manage their own ba			_				
	-	nd play cooperatively and take	e turns with others. Form po	sitive attachments to adult	s and friendships with peers	s. Show sensitivity to their			
	own and to others' needs.	-				0 . (. 11.			
	Create class rules. Our	Throughout the year the ch							
	feelings, mood monsters. Respectful relationships, Online relationships, Being safe, Mental wellbeing, Internet safety and harms, Physical Health and Fitness, My								
	Growing and changing. Body, Healthy Eating, Health and prevention, Basic first aid. The bildren will be a bloom of Cartington Particles of Cartingto								
	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		hoir conses in hands on explor	ation of natural materials. Ex	valore collections of materi	als with similar and for differ	cont proportios. Talk about			
C+L, UW, PSED	Development Steps: Use all their senses in hands-on exploration of natural materials. Explore collections of materials with similar and/or different properties. Talk about								
C+L, UVV, F3LD		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. Pegin to understand the people to respect and care for the natural environment and all living things. Explore and talk about different forces they can feel. Talk							
	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.								
	some environments that are unrecent to the one in which they live. Onderstand the effect of changing seasons on the hatural world around them.								
	ELGs: 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.			
		cloudy, misty sunny day.		through spring, life					

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1	Explore and name the	Plot the sun's movement		cycles including changes			
	different parts of the body.	throughout the day.		since we were babies			
	What do they do?	Prisms, kaleidoscopes.					
Computing	Development Steps: To know	v how to 'hold' a mouse. To be	e able to move the mouse p	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 dr	ag to move objects purposeful	ly. To be able to use the scr	oll roller on a mouse. To kn	ow how to use a laptop to	uchpad. To be able to find	
	letters for their name on the	keyboard. To use the spacebar	To be able to delete using t	the backspace key and the [ELETE key. To be able to typ	pe 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 per						
	width. To be able to choose	tools to experiment with. To b	be able to use the undo but	ton. To be able to draw usi	ng mouse control. To plan r	outes for toy vehicles. To	
		To use the buttons on a floor			•	•	
		to combine sounds. To use the					
		be able to open photos in Pu		•			
	-	logy used in the wider world. ⁻		= :	·		
		yays to transport portable devi					
	1	' means when using technolog			·	•	
		uiz using pictures. To be able t					
		ble to complete a quiz with mi					
	and sequencing quiz. To be un	ole to complete a quiz with in	xed questions. To be able to	piay a quiz game. To havige	ite to i ivi logili page. Logili i	in picture pusswords.	
	ELGs:						
		ety of materials tools and tecl	hniques experimenting with	n colour design texture for	m and function. Share their		
	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the						
	nrocess they have used. World		-	_			
		k and play cooperatively and to	ake turns with others. Be cor	nfident to try new activities	and show independence, re	silience and perseverance	
	in the face of challenge. Giv	k and play cooperatively and to e focused attention to what	ake turns with others. Be cor	nfident to try new activities	and show independence, re	silience and perseverance	
	in the face of challenge. Giv instructions involving several	k and play cooperatively and to e focused attention to what ideas or actions.	ake turns with others. Be cor the teacher says, respondir	nfident to try new activities ng appropriately even whe	and show independence, renengaged in activity, and	silience and perseverance show an ability to follow	
	in the face of challenge. Giv instructions involving several Purple Mash –Technology	k and play cooperatively and to e focused attention to what ideas or actions. Purple Mash –	ake turns with others. Be cor the teacher says, respondir Purple Mash – Robots	nfident to try new activities ng appropriately even when Purple Mash –. Taking	and show independence, renemed and show independence, renemed and Purple Mash - Making	silience and perseverance	
	in the face of challenge. Giv instructions involving several Purple Mash –Technology around us.	k and play cooperatively and to e focused attention to what ideas or actions. Purple Mash – Mouse/keyboard skills.	ake turns with others. Be cor the teacher says, respondir	nfident to try new activities ng appropriately even whe	and show independence, ren engaged in activity, and Purple Mash - Making sounds.	silience and perseverance show an ability to follow	
	in the face of challenge. Giv instructions involving several Purple Mash –Technology around us. Safe use of hardware.	k and play cooperatively and to e focused attention to what ideas or actions. Purple Mash — Mouse/keyboard skills. Learn how to use Simple	ake turns with others. Be cor the teacher says, respondir Purple Mash – Robots	nfident to try new activities ng appropriately even when Purple Mash –. Taking	and show independence, renemed and show independence, renemed and Purple Mash - Making	silience and perseverance show an ability to follow	
	in the face of challenge. Giv instructions involving several Purple Mash –Technology around us. Safe use of hardware. Online safety (RSHE)	k and play cooperatively and to e focused attention to what ideas or actions. Purple Mash – Mouse/keyboard skills. Learn how to use Simple City	eke turns with others. Be cor the teacher says, respondir Purple Mash – Robots and programmable toys	nfident to try new activities ng appropriately even when Purple Mash –. Taking photographs.	n engaged in activity, and Purple Mash - Making sounds. Creating pictures.	silience and perseverance show an ability to follow Purple Mash - Quizzes.	
Communication	in the face of challenge. Giv instructions involving several Purple Mash –Technology around us. Safe use of hardware. Online safety (RSHE) Development Steps: Enjoy li	k and play cooperatively and to e focused attention to what ideas or actions. Purple Mash – Mouse/keyboard skills. Learn how to use Simple City stening to longer stories and co	Purple Mash – Robots and programmable toys	Purple Mash –. Taking photographs.	Purple Mash - Making sounds. Creating pictures.	silience and perseverance show an ability to follow Purple Mash - Quizzes. me, which can be difficult.	
Communication and Listening	in the face of challenge. Giv instructions involving several Purple Mash –Technology around us. Safe use of hardware. Online safety (RSHE) Development Steps: Enjoy li Use a wider range of vocabula	k and play cooperatively and to be focused attention to what ideas or actions. Purple Mash — Mouse/keyboard skills. Learn how to use Simple City stening to longer stories and cary. Understand a question or	Purple Mash – Robots and programmable toys an remember much of what instruction that has two part	Purple Mash –. Taking photographs. thappens. Pay attention to is, such as "Get your coat an	Purple Mash - Making sounds. Creating pictures. more than one thing at a tird wait at the door". Unders	silience and perseverance show an ability to follow Purple Mash - Quizzes. me, which can be difficult. tand 'why' questions, like:	
	in the face of challenge. Giv instructions involving several Purple Mash —Technology around us. Safe use of hardware. Online safety (RSHE) Development Steps: Enjoy li Use a wider range of vocabula "Why do you think the catery	k and play cooperatively and to e focused attention to what ideas or actions. Purple Mash — Mouse/keyboard skills. Learn how to use Simple City stening to longer stories and cary. Understand a question or oillar got so fat?" Sing a large r	Purple Mash – Robots and programmable toys an remember much of what instruction that has two part epertoire of songs. Know makes	Purple Mash –. Taking photographs. thappens. Pay attention to as, such as "Get your coat an any rhymes, be able to talk	Purple Mash - Making sounds. Creating pictures. more than one thing at a tir d wait at the door". Undersabout familiar books, and b	Purple Mash - Quizzes. Purple Mash - Quizzes. me, which can be difficult. tand 'why' questions, like: we able to tell a long story.	
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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.

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)				

Maths Texts

Anno's Counting Book, Six Dinner Sid, Sorting, Noah's Ark, How Much Does a Ladybird Weigh?, Mouse Count, How Big is a Million, How Long is a Whale?, I Can Only Draw Worms, A Walk in London, Walter's Windy Washing Line, Actual Size, One is a Snail Ten is a Crab, Number Blocks First Numbers, Number Blocks First Shapes, How Many Legs?, The Perfect Fit, One More Try, The Doorbell Rang, A Pair of Sock, Seaweed Soup, The Button Box, Where's My Teddy?, It's the Bear!, The Blue Balloon, Dear Zoo, My First Book of Patterns, A-B-A-B-A a Book of Pattern Play, How to Count to One, Goldilocks and the Three Bears, The Gingerbread Man, A Squash and a Squeeze, Three Billy Goats Gruff, Square, Triangle, Circle, Shapes, Shapes, Rosie's Walk, We're Going on a Bear Hunt, Five Little Friends, Pete the Cat and His Four Groovy Buttons, Kipper's Birthday, The Very Hungry Caterpillar, Night Monkey, Day Monkey, The Fox in the Night, The Hueys in None the Number, I Spy Numbers, The Ugly Five, Room on the Broom, A Beach for Albert, Hand's Surprise, 1,2,3, to the Zoo, Kipper's Toybox, Missing Mittens, Double Dave, Don't Forget the Bacon, The Snail and the Whale, Super Worm, Actual Size, Jim and the Beanstalk, Titch, Can You Draw Words, Tall, Jack and the Beanstalk, Giraffe Who Got into a Knot, Five Minutes Peace, Jasper's Beanstalk, Nine Naughty Kittens, Cockatoos, Ten Little Penguins, Mouse Count, Ten in the Bed, Two of Everything, Double the Ducks, One Odd Day, My Granny Went To Market, Mr Grumpy's Outing, Tad, The Shopping Basket, Billy's Bucket, Ants Rule, Mr Archimedes' Bath, Who Sank the Boat, You Can't Take An Elephant On The Bus, See Patterns Here, Pattern Fish, Martha Maps It Out, In Every House of Every Street, If I Built a House, The Secret Path, Me on the Map, The Last Marshmallow, Squirrels Who Squabbled, Alison Hubble, Tangram Cat, Boxitects, Centipede's 100 Shoes.

Key Texts –	What Makes Me, Me?	The Gruffalo	The Toymaker	Goldilocks and the	Jack and The Beanstalk	Rosie's Walk
Reading Spine	Coming to England	Owl Babies	Lost in the Toy Museum	Three Bears	Elmer stories	Brown Bear, Brown
	Marvellous Me	The fox in the dark	Toys Around the World	The Three Little Pigs	Caterpillar Cake	Bear
	The Growing Story	Can't you sleep Little Bear How to Catch a Star	Terrific Toys and What	The Three Billy Goats	The Very Hungry	Polar Bear, Polar Bear
	Then There Were Giants		They Are Made Of	Gruff	Caterpillar	Rainbow Fish
	The Great Big Book of	Rainbows	Terrific Toys in the Past	The Magic Porridge Pot	Super Worm	Sharing a Shell
	Feelings	Whatever Next Funny Bones and Park in	Toys in Space	The Little Red Hen	Titch	What The Ladybird
			That Rabbit Belongs to	The Gingerbread Man	The Enormous Turnip	Heard
	You Choose Your Dreams	the Dark	Emily Brown	The Hare and The	What Made Tiddilick	The Train Ride
	The Family Book	The Magic Porridge Pot	Dogger	Tortoise, and different	Laugh	Oh, The Places You Will
	All Kinds of People	The Little Red Hen	Naughty Bus	versions from around	You Choose Space	Go
	All Kinds of Beliefs	Christmas Stories	Stanley's Stick	the world	'	Let's Go for A walk
	Super Duper You	The Nativity	The History of Toys		A Song of Gladness	
	Only One You	Rama and Sita	Kipper's Toybox	Why the sun and the	My World, Your World,	Martha Maps It Out
	Starting School	Diwali	The Story of Pinocchio	moon live in the sky	What a Wonderful	Maps From Anna to
	I want a Friend My Brother	Hannukah A Loud Winter's Nap	One Snowy Night Snow Bears	The Greedy Zebra	World	Zane
	Ravi's Roar	Bear Snores On	The Great Explorer	How the Elephant Got	It's Your World Now	The Everywhere Bear
	Harry and his Bucket of	The Leaf Thief	The Great Explorer The Gruffalo's Child	His Trunk	Monkey Puzzle	A Book of Bears
	Dinosaurs	The Tiger Who Came to	Jack Frost	You Choose Fairy Tales	Oxford School Atlas	Where's My Teddy?
	Hair Love	Tea	A Thing Called Snow	The Pea and The	The Naughty Bus	I Want My Hat Back
	Can I Build Another Me?	Whatever Next	Mr Wolf's pancakes	Princess		Five Bears
	Your Fantastic Elastic Brain	The Squirrels Who	The Paper Dolls	The Dot		There's A Bear on My
	The Colour Monster	Squabbled	Foxes in the Snow	First Festivals - Easter	Non-Fiction Jungle	Chair
	Shark in the Park	The Koala Who Could	The Story of Jack Frost		Animal, Growing and	We're Going to Find a
	The Proudest Blue	Fletcher and the Falling	Lost and Found		Minibeasts Books from	Monster
	The Looking Book	Leaves			the Library	The Snail and The
	Train Rolls On	Leaf Man				Whale
	Peepo	We're Going on a Leaf				Commotion in the
	When I was Young	Hunt				Ocean
	Dear Zoo	Wide Awake Hedgehog				One Tiny Turtle
	Jim and the Beanstalk	Simon Sock (Odd Sock Day)				The Whale Who
	I Don't Want To Wash My	Fox in the Dark				Wanted More
	Hands	Dear Santa				The Storm Whale
		All Through the Night				THE Storm windle
						Non-Fiction Sealife
						From the Library Books
		Non – Fiction Hibernation				,
		Books From the Library				
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		Fiction and Non-Fiction Winter Books From the Library				
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: Findir Using what they know in thei Being willing to have a go Active Learning: Being involv Keeping on trying Enjoying achieving what they Creating and Thinking Critica Using what they already know Choosing ways to do things a	red and concentrating rest out to do ally: Having their own idea w to learn new things	,	,		