			Communication and	d Language				
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Main Theme	Marvellous Me	Once Upon a Time	Are We There Yet?	Adventure is Out There	Ready, Steady, Grow	Saving the World		
Educational Programme	foundations for language ar environment is crucial. By co language effectively. Readin to use and embed new word	nd cognitive development. The commenting on what children ar og frequently to children, and en ls in a range of contexts, will gi	number and quality of the con re interested in or doing, and e ngaging them actively in storie ve children the opportunity to	d development. Children's back- oversations they have with adult echoing back what they say with es, non-fiction, rhymes and poer thrive. Through conversation, so the to elaborate, children become	s and peers throughout the day new vocabulary added, practi ms, and then providing them w tory-telling and role play, wher	y in a language-rich tioners will build children's ith extensive opportunities e children share their ideas		
Curriculum Goals	confidence.		-	chatting back and forth with frie , using it in their imaginative pla		-		
Specific Provision	As the development of children's spoken language underpins all seven areas of learning, both specific provision and ongoing provision in all areas incorporate communication and language.							
Ongoing Provision	Daily routines	Ask for help when appropria thoughts and feelings	te, explain issues. Use approj	priate words to solve problems.	Listen attentively to others, sp	oeak clearly to explain ideas		
	Carpet Kingdom	Develop social phrases, engage in two-way conversation with a friend, listen and respond to ideas, speak clearly to give feedback.						
	Assembly	Listening attentively to what is said, engaging in two-way conversation where appropriate, sitting still, putting up hand to share ideas, joining in wit singing. (To be developed throughout the year)						
	Drawing Club	Learn and practise new vocabulary linked to story each week, listen to and talk about stories, engage in conversation with friends and adults, sp clearly to explain ideas and thoughts.						
	Freeflow	Practise using new vocabulary, develop social phrases, engage in conversation with friends and adults, speak clearly to explain ideas and thoughts, engage in and talk about books, retell stories and create their own, take part in role play and small world play.						
	Show and Tell	Express thoughts and opinio	ns, ask questions related to w	hat they have heard, consider a	nd answer questions.			
	Story Time/ Poetry Basket	Learn new vocabulary, enga	ge in and talk about books, lea	arn rhymes, poems and songs.				
	Wow Word Wall	Words added to (ongoing) w Drawing Club.	vall as they arise and then use	d throughout the day and encou	uraged in freeflow time. Separ	ate weekly display for		

Term	Autumn 1	Autumn 2	onal, Social and Emotic Spring 1	Spring 2	Summer 1	Summer 2			
Main Theme	Marvellous Me	Once Upon a Time	Are We There Yet?	Adventure is Out There	Ready, Steady, Grow	Saving the World			
Educational Programme	Underpinning their persona learn how to understand the have confidence in their ow after their bodies, including	l development are the importe eir own feelings and those of c n abilities, to persist and wait healthy eating, and manage p	ant attachments that shape the others. Children should be suppo for what they want and direct o personal needs independently. T	ir social world. Strong, warm orted to manage emotions, de attention as necessary. Throug Fhrough supported interaction	nd is fundamental to their cogni and supportive relationships wit evelop a positive sense of self, se gh adult modelling and guidance n with other children, they learn ldren can achieve at school and	th adults enable children to et themselves simple goals, e, they will learn how to look how to make good			
Curriculum Goals	when things get tricky and p To become a Fabulous Frie r To become a Respectful Ru	bicking themselves up when the the selves up when the selves up when the selves up when the selves and playing co-op	ney fall. Peratively, taking turns, showing we have rules and trying to beh	kindness and being sensitive accordingly and showing	encouraging others, showing pe to the needs and feelings of the respect to others, to the equipr equipment, manage their own l	emselves and others. ment and to the environmen			
Specific Provision	Jigsaw: Being Me in My World *Class charter, school rules. *Road safety	Jigsaw: Celebrating Difference *Healthy Minds week.	Jigsaw: Dreams and Goals *Internet safety	Jigsaw: Healthy Me *Oral health *Healthy eating	Jigsaw: Relationships *Growing and changing – changing from being a baby to adult. *Sun safety	Jigsaw: Changing Me *Personal 'superpowers', transition to year 1 *Keeping safe			
Ongoing Provision	Daily routines Self-registration, book voting, 'choose it, use it, put it away' when using resources, change into wellies for playing in the garden/ on the field, turnin clothes the right way round, change into waterproofs for Muddy Monday, recognise name labels in clothes, unpack/ pack book bag and sort own equipment at beginning and end of day, use toilets independently, be able to do up own coat and put on own hat/ scarf/ gloves, apply suncream independently, recognise importance of drinking plenty, snack time and lunch time. Carpet Kingdom Find a space, sit appropriately, listen to others, consider their ideas, share their thoughts.								
	Drawing Club	Build relationships with oth	ners, see themselves as a valued	d individual, give focused atte	ntion and follow instructions				
	Freeflow	-	ners, see themselves as a valued lay co-operatively, take turns ar		nges, show resilience and perse others	verance, manage feelings an			
	Hatch Ride Values	Discussing what they mean	and what they look like in the	school, spotting children livin	g by them.				
		Experience, explore and talk about positive relationships, feelings and emotions, diversity.							

			Physical Develo	pment						
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
Main Theme	Marvellous Me	Once Upon a Time	Are We There Yet?	Adventure is Out There	Ready, Steady, Grow	Saving the World				
Educational Programme	throughout early childhood, and play movement with bot core strength, stability, balar well-being. Fine motor contro	starting with sensory exploration h objects and adults. By creation nce, spatial awareness, co-ordion of and precision helps with han	ons and the development of a ng games and providing oppo nation and agility. Gross mote d-eye co-ordination, which is	child's strength, co-ordinatio rtunities for play both indoors or skills provide the foundation later linked to early literacy. F	Fross and fine motor experiences n and positional awareness thro and outdoors, adults can suppo n for developing healthy bodies Repeated and varied opportuniti lults, allow children to develop p	bugh tummy time, crawling ort children to develop their and social and emotional es to explore and play with				
Curriculum Goals		ome an Agile Adventurer, using strength, balance and co-ordination to run, jump, hop, skip, climb and dance confidently and safely.								
Specific Provision	*Scissor skills – snipping and straight lines *Playdoh *Finger gym activities	*Sewing Christmas cards *Sorting using tweezers *Hammering tees in pumpkins	*Knife and fork with playdoh * Threading and weaving *Scissor skills – changing direction	*Knife skills – preparing vegetables	*Close observational drawing *Threading - harps	*Scissor skills – develop cutting curved lines *Using pipettes				
	PE – different ways of moving/ throwing and catching	PE – rolling and balancing/ partner work	PE – dance/ ball control	PE – combining movements/ using apparatus	PE – running and jumping/ team games	PE – throwing skills/ team games				
Ongoing Provision	Squiggle While You Wiggle/ Dough Disco	Movement to music activity to help develop all the children's pivot points – shoulder, elbow, wrist, distal (fingers) to support pencil grip and writing, different routine each term.								
	Playground Equipment (inc. bikes and scooters)	Developing confidence, core strength, proprioception, balance, upper body strength								
	Handwriting	Pattern practice to develop handwriting movements. Letter formation taught alongside new phoneme. Daily morning handwriting practice, including name writing.								
	Lunch Time	Hold and use a knife and fork correctly. Good posture at table.								
	Drawing Club	Hold a pencil effectively, dev	elop accuracy and care when	drawing and writing.						
	Freeflow		-		co-ordination, refine and develo g, scissors, playdoh, range of pe	-				
	Yoga	Develop strength, balance ar	nd co-ordination. Mindfulnes	S.						

			Literacy					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Main Theme	Marvellous Me	Once Upon a Time	Are We There Yet?	Adventure is Out There	Ready, Steady, Grow	Saving the World		
Educational Programme	It is crucial for children to develop a life-long love of reading. Reading consists of two dimensions: language comprehension and word reading. Language comprehension (necessary for both reading and writing) starts from birth. It only develops when adults talk with children about the world around them and the books (stories and non-fiction) they read with them, and enjoy rhymes, poems and songs together. Skilled word reading, taught later, involves both the speedy working out of the pronunciation of unfamiliar printed words (decoding) and the speedy recognition of familiar printed words. Writing involves transcription (spelling and handwriting) and composition (articulating ideas and structuring them in speech, before writing).							
Curriculum Goals	love of reading.			ng in with familiar stories, rete				
	To become a Wonderful Wo i	dsmith, embracing new vocat	ulary, explaining its meaning,	at least ten digraphs and readi using it in their imaginative pla ers, writing in their play, formir	ay and to retell stories and disc	cuss a range of texts.		
Specific Provision	*Phase 1 – listening, oral segmenting and blending, rhyming. Phase 2 phonemes and tricky words. *Name copying and writing Writing secret symbols, initial sounds.	*Phase 2 phonemes and tricky words continued, alongside phase 1. *Name copying and writing Writing secret symbols, initial sounds, CVC words (developed as appropriate)	Revision of phase 2. Phase 3 phonemes and tricky words. *Writing phonetically decodable words, phrases and captions	*Phase 3 phonemes and tricky words. *Writing phonetically decodable words, captions and simple sentences.	*Practise phase 3 phonemes and tricky words. Phase 4 blends, clusters and tricky words. *Writing phonetically decodable words, captions and simple sentences. *Developing story structure (Tales Toolkit)	*Phase 4 blends, clusters and tricky words. *Writing phonetically decodable words, captions and simple sentences. *Developing story structure (Tales Toolkit)		
Ongoing Provision	Drawing Club	Learn and practise new vocabulary linked to story each week, listen to and talk about stories, read and write secret passwords, labels, captions, sentences.						
	Individual Reading	Regular individual reading according to the needs of the child.						
	Library	Weekly opportunity to visit the school library.						
	Freeflow	Use Message Centre to read and create secret symbols/ sounds/ words/ phrases/ sentences to communicate, to make things happen, to retell events. Engage in and talk about books, retell stories and create their own. Label drawings/ models. Make signs for classroom and role play. Writing in different areas of Learning Landscape. Book corner. Focused books in different areas of Learning Landscape. Chalkboard/ whiteboard and writing table outside to promote writing in different areas.						
	Phonological Awareness			rhyme and continue a rhyming	g string, count syllables, discrin	ninate between sounds.		
	Story Time/ Poetry Basket	Learn new vocabulary, engag	e in and talk about books, and	ticipate key events, learn rhym	es, poems and songs.			

			Mathemat	ics				
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Main Theme	Marvellous Me	Once Upon a Time	Are We There Yet?	Adventure is Out There	Ready, Steady, Grow	Saving the World		
Educational Programme	confidently, develop a deep u opportunities to build and ap base of knowledge and vocal their spatial reasoning skills d	inderstanding of the numbers ply this understanding - such o bulary from which mastery of r across all areas of mathematic	to 10, the relationships betw as using manipulatives, inclue mathematics is built. In addit s including shape, space and	cessary building blocks to excel n een them and the patterns withi ding small pebbles and tens fram ion, it is important that the curri measures. It is important that cl adults and peers about what the	n those numbers. By providing es for organising counting - ch culum includes rich opportunit hildren develop positive attitud	frequent and varied ildren will develop a secure ies for children to develop les and interests in		
Curriculum Goals	To become a Mathematical Marvel , having a deep understanding of numbers to 10, recognising number patterns, comparing numbers, patterns and shapes, measuring a range of things and recalling number bonds to 5. To become a Super Subitiser , recognising quantities up to 5 without counting and using that knowledge to make connections and see groups within larger quantities.							
Specific Provision	*Matching and sorting *Comparing amounts *Representing, subitising, comparing and composition of 1, 2 &3 *Representing numbers to 5	*One more and one less *Introducing zero *Comparing and subitising numbers to 5 *Composition of 4 and 5	*Introducing 6, 7 and 8 *Making pairs *Combining groups *Conceptual subitising	*Introducing 9 and 10 *Comparing numbers to 10 *Bonds to 10 *Conceptual subitising	*Building numbers beyond 10 *Counting patterns beyond 10 *Adding more *Taking away	*Doubling *Sharing and grouping *Even and odd *Patterns and relationships		
	*Comparing size, mass and capacity *Exploring pattern *Circles and triangles	*Positional language *Shapes with four sides *Time	*Comparing mass and capacity *Length and height *Time	*3D shape *Pattern	*Spatial reasoning *Match, rotate, manipulate	*Spatial reasoning *Mapping		
Ongoing Provision	Magic Maths/ Daily Routines	Self-registration (10-frames), calendar, book voting, lunchboxes, subitising puzzle, missing numbers, 100 days, time, number songs.						
	Drawing Club	Use mathematical language when drawing, count, subitise, compare numbers and amounts, recall number bonds, draw 2D shapes, read and write secret passcodes.						
	Freeflow	Use and develop taught mathematical language. Practise taught skills, use and apply taught skills in real-life situations, using loose parts/ Numicon and other mathematical resources, including measuring tools and sand/ water. Use message centres to create secret symbols/passcodes to make things happen, complete puzzles, "What can you see, how do you see it?" Use calendars, clocks, timers, money and stop watches in role play. Use resources to create and extend patterns and use shapes to construct and to make other shapes.						
	Story Time, including using specific maths texts	Practise taught skills, "What	do you notice?", "What can	you see, how do you see it?"(Ka	aren Wilding, EY Maths)			

			Understanding the	e world					
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2			
Main Theme	Marvellous Me	Once Upon a Time	Are We There Yet?	Adventure is Out There	Ready, Steady, Grow	Saving the World			
Educational Programme	their knowledge and sense o firefighters. In addition, lister ecologically diverse world. As	Understanding the world involves guiding children to make sense of their physical world and their community. The frequency and range of children's personal experiences increases their knowledge and sense of the world around them – from visiting parks, libraries and museums to meeting important members of society such as police officers, nurses and firefighters. In addition, listening to a broad selection of stories, non-fiction, rhymes and poems will foster their understanding of our culturally, socially, technologically and ecologically diverse world. As well as building important knowledge, this extends their familiarity with words that support understanding across domains. Enriching and widening children's vocabulary will support later reading comprehension.							
Curriculum Goals	To become an Environment communities.	Explorer, exploring their envir	onment and the roles of peop	e in it and comparing life now	and in the past and different c	ountries and cultural			
			-	und them and everything that scientific processes, testing the	-	looking at changes that			
Specific Provision	Special People What makes people special?	Christmas What is Christmas?	Celebrations How do people celebrate?	Easter What is Easter?	Story Time What can we learn from stories?	Special Places What makes places special?			
	*Seasons – Autumn	*Seasons – Autumn/ Winter	*Seasons – Winter	*Seasons – Spring	*Seasons – Spring	*Seasons – Summer			
	*What makes my heart beat faster? *Why is it so important that we wash our hands?	*How can we protect Humpty Dumpty? *What would happen to the Gingerbread Man if he fell in the river?	*How can we make vehicles go faster? *Can we make a boat that will float?	*What will sink and what will float? *How can we make ice melt?	*What happens during the lifecycle of a butterfly? *What do plants/ humans need to grow?	*How does jelly change? *Do frozen peas melt?			
	*My house. My new school. The school grounds.	*My address. The area outside the school.	*Solar system. No oxygen in space. Different temperatures. Different vehicles to travel to different places.	*Where I live and where it is in the country. Different countries and climates. Maps and globes. Different creatures live under the sea.	*Climates in different countries – what types of plants grow where. Different habitats.				
	*Family trees. Transition from nursery to school.	*Questions arising from fairy tales – clothes, milk from a cow, baking own bread, cooking on a fire, letters v emails/ texts.	*How and why travel and transport has changed. George Stephenson Wright Brothers	*Christopher Columbus Amy Johnson	*How the children have changed from babies. Life cycles.	*Florence Nightingale			

Ongoing Provision	Drawing Club	Draw and talk about characters and settings, draw simple maps
	Freeflow	Learn and practise new vocabulary, create small world environments, role play, read and draw simple maps, look at books containing images from the past or different cultures/countries, explore the natural world around them, describe what they can see, hear and feel when outside, explore different scientific concepts.
	School Grounds	Muddy Monday. Explore the school grounds, climb trees, hunt for creatures and plants, discover environments and habitats, observe seasonal changes, take risks, show respect to living things. Observation of 'our tree' over the year.
	Story Time	Experience, explore and talk about different people and occupations, comment on images from the past or different cultures/countries.

Key vocabulary linked to	RE	belief, faith, Christian, Christianity, God, Jesus, bible, church, cross, baptism, Hindu, Hinduism, Brahma, aum, temple, Jew, Judaism, synagogue, Muslim, Islam, Mohammed, Allah, Qu'ran, mosque
NC subjects (including but	History	present, past, now, then, yesterday, today, time, day, week, month, year, remember, same, different, similar, castle, king, queen, knight, legend
not limited to)	Geography	polar region, desert, rainforest, jungle, beach, park, village, town, city, country, world, globe, earth, map, path, street, road, bridge, building, sea, river, lake, stream, forest, wood, weather, seasons
	Science	question, answer, explore, test, experiment, investigate, predict, sort, group, record, compare, describe, force, magnetic, non-magnetic, freeze, melt, boil, change, sink, float, plant, grow, flower, tree, soil, roots, stem, stalk, leaves, petals, trunk, branches, seed, bud, blossom, life-cycle, body parts, baby, adult, human, wood, metal, plastic, glass, rock, hard, rough, smooth
	Computing	technology, internet, iPad, app, camera, switch, digital, website, mobile phone, computer, laptop, mouse, keyboard, click, open, close, program, type, record, play, headphones, speaker, volume

Festivals/ special times	Harvest Festival (8.10)	Diwali (4.11) Bonfire Night (5.11) Remembrance Day (11.11) Stir Up Sunday (21.11) Christmas (25.12)	New Year (1.1) Chinese New Year (1.2)	Shrove Tuesday (1.3) 100 Days of School (3.3) World Book Day (3.3) Mother's Day (27.3) Easter (17.4)		Father's Day (19.6)
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			Expressive Arts and	d Design				
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Main Theme	Marvellous Me	Once Upon a Time	Are We There Yet?	Adventure is Out There	Ready, Steady, Grow	Saving the World		
Educational Programme	The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.							
Curriculum Goals	To become a Constructive C in their play.	reator, creating using a variety	of tools, techniques and mate	rials, enjoying sharing their cro	eations and processes with oth	ners and using their creations		
	To become a Passionate Per	former, playing imaginatively,	making music, singing a range	of songs and performing with	others, both informally and fo	rmally to an audience.		
Specific Provision		Christmas play *Use stencils with paints and sponges *Print - outlines *Paint – different brushes, different surfaces *Malleable materials – roll and shape by hand *Use oil pastels *Junk model – join with tape/glue and embellish y Plant (sand)		*Paint – wax resist *Print – 3D shapes *Junk model – flanges and hinges *Weaving Consolidate and refine previously taught skills and techniques independently	-	*Malleable materials – pottery/sculpture *Junk model – moving parts *Sewing Consolidate and refine previously taught skills and techniques independently thy (natural loose parts)		
Ongoing Provision	Drawing Club Freeflow Story/song time Poetry Basket	Learn and practise new voca techniques and skills, use a r world play. Creative area – f parts. Range of construction	imagination, develop storylines. cabulary, sing, dance, make music and perform on their own and in a group, practise and use a range of artistic range of tools and materials, create collaboratively, develop storylines in pretend play, use imagination, role-play, sm free access to junk modelling, pencils, chalks, crayons, paint, playdoh, collage materials etc. Treasure trolley – loose on sets. Box of musical instruments.					
Key vocabulary linked to	Art	imprint	ake, lines, circles, shapes, colou			t, technique, pattern, artist,		
NC subjects (including but	DT		uild, model, cut, join, shape, c	· · · · · ·	· ·			
not limited to)	Music	song, chorus, repeat, round, perform, style	verse, tune, percussion instru	nent names, rhythm, pulse, be	eat, pitch, tempo, dynamic, cor	npose, dance, move,		