

			EYFS Long Term Pla	n: Reception		
Enrichment / Visits	Harvest Visit from Rev Autumn Walk	Christmas Nativity Diwali Remembrance Day Dentist Talk	Mother's Day Assembly Spring walk	Visit from Local PCSO/ Dentist World Book Day Easter Parade Dentist Talk	Walk around school ground Summer Walk Farm Trip	Sports Day Transition to Year 1
Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	What makes me great?	When do we celebrate?	Where do I live?	What job do I want to have?	How do things grow?	How do we get there?
Communication and Language To achieve by the end of Reception	during whole class discussion and forth exchanges with the <u>ELG Communication and lan</u> things might happen, making	is and small group interactions. Neir teacher and peers guage -Speaking: Participate in si guse of recently introduced vocab	Nake comments about what they mall group, class and one to one o	have heard and ask questions to cl discussion, offering their own ideas nymes, and poems when appropria	ith relevant questions, comments a arify their understanding. Hold con s, using recently introduced vocabu ite. Express their ideas and feelings	ary. Offer explanation for why
Literacy	-To understand how to listen carefully and know why this is important. -Use talk to organise themselves and their play, "Let's go on a coach I'll be mummy"	 -To begin to understand how and why questions. -To listen to and talk about stories to build familiarity and understanding with a focus on traditional tales and familiar stories during this term. -Engage in story time by listening to stories and poems and singing songs and rhymes, 	-Show they understand a question such as who, what, where, when, why and how. -Describe events in some detail - Engage in non-fiction books. - Use new vocabulary throughout the day	-To answer simple questions with a relevant response. -Connect one idea or action to another using a range of connectives.	-To be able to ask questions to find out more and to check they understand what has been said. -Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen.	 -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. -Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, nonfiction, rhymes and poems when appropriate
<u>To achieve by</u> <u>the end of</u> <u>Reception</u>	 <u>ELG Literacy – Comprehension</u>: 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. <u>ELG Literacy – Word Reading</u>: 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. <u>ELG Literacy – Writing</u>: 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 					
<u>Key Texts:</u>	Peace At Last! <u>Learning Focus</u> Drama Retelling stories	Ben and Gran Dear Santa <u>Learning Focus</u> Drama Retelling stories Letter Writing Cards	The 3 Little Pigs Hansel & Gretel <u>Learning Focus</u> Drama Retelling stories traditional story Wanted Poster Dialogue	How to Catch A Star Postman Bear <u>Learning Focus</u> Drama Retelling stories Information writing Story Settings	Farmer Duck Oliver's Vegetables <u>Learning Focus</u> Drama Retelling a stories Writing own version of the story Instruction writing Dialogue	We're Going on a Bear Hunt! <u>Learning Focus</u> Drama Retelling stories Recount Using adjectives Facts file about bears
Phonics	Phase 2	Phase 2 Phase 3	Phase 3	Phase 3	Phase 4	Phase 4

ground	Sports Day
k	Transition to Year 1
	Summer 2
row?	How do we get there?
omments a	nd actions when being read to and



Little Wandle					
Planning					
Mathematics	Subitise (recognise quantities w other aids) number bonds up to <u>ELG Mathematics – Numerical</u> Compare quantities up to 10 in the other quantity. Explore and how quantities can be distribute	vithout counting) up to 5. Auto 5 (including subtraction facts) <u>Patterns</u> : Verbally count beyon different contexts, recognising represent patterns within nur ed equally.	umber to 10, including the composi matically recall (without reference t) and some number bonds to 10, inc nd 20, recognising the pattern of the g when one quantity is greater than, nbers up to 10, including evens and	to rhymes, counting or cluding double facts. e counting system. less than or the same as odds, double facts and	
<u>Mastering</u> <u>Number</u>	Subitising within 3 Focus on counting skills Explore how all numbers are made of 1s Focus on composition of 3 and 4 Subitise objects and sounds Comparison of sets - 'just by looking' Use the language of comparison: more than and fewer than	 Focus on counting skills Focus on the 'five-ness of 5' using one hand and the die pattern for 5 Comparison of sets - by matching Use the language of comparison: more than, fewer than, an equal number Explore the concept of 'whole' and 'part' Focus on the composition of 3, 4 and 5 Practise object counting skills Match numerals to quantities within 10 Verbal counting beyond 20 	Subitise within 5 focusing on die patterns Match numerals to quantities within 5 Counting – focus on ordinality and the 'staircase' pattern See that each number is one more than the previous number Focus on 5 Focus on 6 and 7 as '5 and a bit' Compare sets and use language of comparison: more than, fewer than, an equal number to Make unequal sets equal	Focus on the 'staircase' pattern and ordering numbers Focus on ordering of numbers to 8 Use language of <i>less than</i> Focus on 7 Doubles – explore how some numbers can be made with 2 equal parts Sorting numbers according to attributes - odd and even numbers	Counting – larger se things that cannot b Subitising – to 6, inclu- structured arranger Composition – '5 and Composition – of Comparison – linke ordinality Play track game

sets and be seen cluding in rements and a bit' of 10 aked to mes	Subitise to 5 Introduce the rekenrek Automatic recall of bonds to 5 Composition of numbers to 10 Comparison Number patterns Counting



PSED	ELG PSED – Self-Regulation:	Show an understanding of their o	own feelings and those of others, a	and begin to regulate their behavi	our accordingly. Set and work towar	ds simple goals, being able to wa
					ponding appropriately even when e	
To achieve by	-	nvolving several ideas or actions.				
the end of		-		e and perseverance in the face of	challenge. Explain the reasons for ru	lles, know right from wrong and
Reception		•	•	•	tanding the importance of healthy f	· • • •
					and friendships with peers. Show se	
	others' needs.					
PSHE Themes	Me and my relationships	Valuing difference	Rights and responsibilities	Being my best	Growing and changing	Keeping myself safe
	All about me	Same and different	Being helpful at home and	Healthy eating	Seasons	What's safe to go onto my bo
	What makes me special	Same and different families	caring for our classroom	Move your body	Life stages - plants, animals,	Keeping Myself Safe - (includi
	Me and my special people	Same and different homes	Caring for our world	A good night's sleep	humans	medicines)
		Kind and caring (1)	Looking after money :		Life Stages: Human life stage -	Safe indoors and outdoors
			recognising, spending, using		who will I be? (History folder)	
	I can say what makes me	I can explain how people,	I can say why family and	I can choose healthy foods	I can explain how an animal and	Know how to keep my body sa
	special.	families and homes are	friends are special		human changes throughout	
		different		I can choose activities to keep	their life	Know how to keep safe indoor
	I can name people who can		I can look after my	me healthy		and outdoors
	help me	I can show kindness to others	surroundings			Know people who can keep m
	Lean avalain things that					safe
	I can explain things that					
	make me happy and sad					
<u>Physical</u> Development	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, da	ncing, hopping, skipping, and clim	nbing.		trength, balance and coordination w	
Development To achieve by the end of	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, da	ncing, hopping, skipping, and clim Iold a pencil effectively in prepara	nbing.		trength, balance and coordination w	
Development	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, dar <u>ELG PD – Fine Motor Skills</u> : H Begin to show accuracy and o	ncing, hopping, skipping, and clim Iold a pencil effectively in prepara care when	bing. ation for fluent writing – using the	e tripod grip in almost all cases. Us	e a range of small tools, including so	issors, paintbrushes and cutlery
Development	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, dat <u>ELG PD – Fine Motor Skills</u> : H Begin to show accuracy and d Gross & Fine motor skill	ncing, hopping, skipping, and clim Iold a pencil effectively in prepara care when Gross & Fine motor skill	nbing. ation for fluent writing – using the Gross & Fine motor skill	e tripod grip in almost all cases. Us Gross & Fine motor skill		issors, paintbrushes and cutlery Gross & Fine motor skill
Development To achieve by the end of	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, dar <u>ELG PD – Fine Motor Skills</u> : H Begin to show accuracy and o	ncing, hopping, skipping, and clim Iold a pencil effectively in prepara care when	bing. ation for fluent writing – using the	e tripod grip in almost all cases. Us	e a range of small tools, including so Gross & Fine motor skill activities	issors, paintbrushes and cutlery
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and of Gross & Fine motor skill activities	ncing, hopping, skipping, and clim Iold a pencil effectively in prepara care when Gross & Fine motor skill activities	nbing. ation for fluent writing – using the Gross & Fine motor skill activities	e tripod grip in almost all cases. Us Gross & Fine motor skill activities	e a range of small tools, including so Gross & Fine motor skill activities -Games in PE - Take part	issors, paintbrushes and cutler Gross & Fine motor skill activities
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and of Gross & Fine motor skill activities -Negotiating space and	ncing, hopping, skipping, and clim Hold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength,	nbing. ation for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles	e a range of small tools, including so Gross & Fine motor skill activities -Games in PE - Take part energetically in running,	issors, paintbrushes and cutlery Gross & Fine motor skill activities - Negotiate
Development To achieve by the end of	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, dag <u>ELG PD – Fine Motor Skills</u> : H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out	ncing, hopping, skipping, and clim Hold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination	nbing. ation for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons -	e a range of small tools, including so Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin	issors, paintbrushes and cutlers Gross & Fine motor skill activities - Negotiate g, space and obstacles safel
Development To achieve by the end of	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, dat <u>ELG PD – Fine Motor Skills</u> : H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom.	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing	nbing. ation for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics	e a range of small tools, including so Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities.	issors, paintbrushes and cutlery Gross & Fine motor skill activities - Negotiate g, space and obstacles safely - Name writing, word &
Development	make me happy and sad <u>ELG PD – Gross Motor Skills</u> : such as running, jumping, dat <u>ELG PD – Fine Motor Skills</u> : H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor	ncing, hopping, skipping, and clim Hold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip	nbing. ation for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care	issors, paintbrushes and cutler Gross & Fine motor skil activities - Negotiate g, space and obstacles safel - Name writing, word & sentence writing
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities	nbing. ation for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing,	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing –	issors, paintbrushes and cutler Gross & Fine motor skill activities - Negotiate g, space and obstacles safel - Name writing, word & sentence writing - Become a fluent writer
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing	nbing. ation for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough?	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of	issors, paintbrushes and cutler Gross & Fine motor skil activities - Negotiate g, space and obstacles safel - Name writing, word & sentence writing
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats.	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools –	Addition for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities.	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers.	issors, paintbrushes and cutler Gross & Fine motor skil activities - Negotiate space and obstacles safel - Name writing, word & sentence writing - Become a fluent writer using the tripod grip.
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats. - Developing mark making	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools – scissors, paint brushes,	Addition for fluent writing – using the action for fluent writing – using the activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities Begin to show accuracy and	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip - Pencil control activities	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers. - Name writing, word & sentence	issors, paintbrushes and cutler Gross & Fine motor skil activities - Negotiate space and obstacles safel - Name writing, word & sentence writing - Become a fluent writer using the tripod grip.
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats. - Developing mark making Skills	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools –	Addition for fluent writing – using the activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities. - Begin to show accuracy and are when drawing	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip - Pencil control activities - Name writing, word &	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers.	issors, paintbrushes and cutler Gross & Fine motor skil activities - Negotiate space and obstacles safel - Name writing, word & sentence writing - Become a fluent writer using the tripod grip.
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats. - Developing mark making	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools – scissors, paint brushes,	Addition for fluent writing – using the activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities. - Begin to show accuracy and are when drawing - Work on pincer grip	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip - Pencil control activities - Name writing, word & sentence	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers. - Name writing, word & sentence	issors, paintbrushes and cutler Gross & Fine motor skil activities - Negotiate space and obstacles safel - Name writing, word & sentence writing - Become a fluent writer using the tripod grip.
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats. - Developing mark making Skills - Pencil control activities	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools – scissors, paint brushes,	Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities. - Begin to show accuracy and are when drawing - Work on pincer grip - Pencil control activities	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip - Pencil control activities - Name writing, word &	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers. - Name writing, word & sentence	issors, paintbrushes and cutler Gross & Fine motor skil activities - Negotiate space and obstacles safel - Name writing, word & sentence writing - Become a fluent writer using the tripod grip.
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats. - Developing mark making Skills - Pencil control activities <u>PE unit-</u>	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools – scissors, paint brushes, cutlery.	Addition for fluent writing – using the activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities. - Begin to show accuracy and are when drawing - Work on pincer grip	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip - Pencil control activities - Name writing, word & sentence writing	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers. - Name writing, word & sentence writing	s Gross & Fine motor skill Gross & Fine motor skill activities - Negotiate space and obstacles safel - Name writing, word & sentence writing - Become a fluent writer using the tripod grip.
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats. - Developing mark making Skills - Pencil control activities <u>PE unit-</u> Gymnastics	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools – scissors, paint brushes, cutlery.	Ation for fluent writing – using the Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities. - Begin to show accuracy and are when drawing - Work on pincer grip - Pencil control activities - Name writing	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip - Pencil control activities - Name writing, word & sentence writing <u>PE unit-</u>	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers. - Name writing, word & sentence writing	Gross & Fine motor skill activities - Negotiate g, space and obstacles safely - Name writing, word & sentence writing - Become a fluent writer- using the tripod grip.
Development To achieve by the end of	make me happy and sad ELG PD – Gross Motor Skills: such as running, jumping, dat ELG PD – Fine Motor Skills: H Begin to show accuracy and o Gross & Fine motor skill activities -Negotiating space and obstacles safely in and out of the classroom. - Developing fine motor skills through zipping and unzipping coats. - Developing mark making Skills - Pencil control activities <u>PE unit-</u>	ncing, hopping, skipping, and clim fold a pencil effectively in prepara care when Gross & Fine motor skill activities -Demonstrate strength, balance and coordination when playing - Work on pincer grip - Pencil control activities - Name writing - Use a range of small tools – scissors, paint brushes, cutlery.	Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Take part energetically in running, jumping, dancing, hopping, skipping and climbing activities. - Begin to show accuracy and are when drawing - Work on pincer grip - Pencil control activities	e tripod grip in almost all cases. Us Gross & Fine motor skill activities -Negotiate space and obstacles safely through PE lessons - gymnastics - Handling tools & equipment to make playdough? - Work on pincer grip - Pencil control activities - Name writing, word & sentence writing	Gross & Fine motor skill activities -Games in PE - Take part energetically in running, jumping, dancing, hopping, skippin and climbing activities. - Begin to show accuracy and care when drawing – observational drawing of plants and flowers. - Name writing, word & sentence writing	issors, paintbrushes and cutlery Gross & Fine motor skill activities - Negotiate space and obstacles safely - Name writing, word & sentence writing - Become a fluent writer - using the tripod grip.



Understanding of the World	ELG UTW – Past and Present: Talk about the lives of the people around them and their roles in society. Know some similarities and differences between the experiences and what has been read in class. Understand the past through settings, characters and events encountered in books read in class and storytelli ELG UTW – People, Culture and Communities: Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction te differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class. Explain son					
	in this country and life in oth ELG UTW – The Natural Wor world around them and cont	er countries, drawing on knowled Id: Explore the natural world aro	dge from stories, non-fiction texts und them, making observations a	•	d plants. Know some simi	
Science	-l understand the effects of changing seasons on environment around me -l can use my senses to explore natural materials - I can make observational drawing (Autumn walk materials) (Leads into Y1 Seasonal Changes)	- I can name the materials that objects are made from in my environment (glass, metal, plastic and paper) (Leads into Y1 naming materials and their properties – Everyday Materials)	-I can understand important processes and changes of a liquid to a solid (winter) -SC Enquiry investigation (Leads into Y1 Seasonal Changes)	 -I can say what we need to do to be healthy - I know how to look after my teeth (dentist link) (Leads into Y2 – knowing how to keep healthy and basic hygiene – Animals, including Humans) -I understand the effects of changing seasons on the natural world (Spring Walk) -I can make observational drawing (Leads into Y1 Seasonal Changes) 	 -I can care for the nature environment and living -I can ask questions and a plant growing - Sunflowers/runner bear and spinach seeds (Leads into Y1 naming a of plants and knowing t basic structure - Plants) -I can make observation drawings of animals and (butterfly/ frog tadpole, types of birds) (Leads into Y1 naming a of plants and animals and knowing their structure Animals, including Hum 	
History	-I can name and describe people who are familiar to me -I can talk about members of my family (Leads into Y1 – knowing what a significant event in their own and other peoples' lives)	-I can talk about events in my own life using past, present & future forms (Leads into Y1 – knowing what a significant event in their own and other peoples' lives – Am I making History? Studying Samuel Pepys, Florence Nightingale and Mary Seacole)	-I can look at everyday objects (phones, computers, pictures) and say something that is the same/different to those in the past (Leads into Y1 – knowing how technology has changed our lives – fire brigade (Great Fire of London), medical equipment used by nurses)	 -I can talk about the roles of the people around me and their place in society -I can show interest in different occupations. (Leads into Y1 – role of the fire brigade and nurses in society and improvements in technology over the years to improve their service) 	-I can understand that I over time (Leads into Y1 – knowin significant event in their and other peoples' lives making History? Studyir Samuel Pepys, Florence Nightingale and Mary So	

things in the past and now, drawing on their elling.

texts and maps. Know some similarities and ome similarities and differences between life

nilarities and differences between the natural s and changes in the natural world around

ıral	-I understand the effects of
g things	changing seasons on the natural
d observe	world (summer walk)
	-I can make observational
an plants	drawing
	(Leads into Y1 Seasonal Changes)
a variety	
their	-I can talk about what I can see
5)	'Skittles experiment' (summer-
,	rainbows)
ons and	,
nd plants	-I can say similarities and
les, snakes	differences between animals in
,	this country and a contrasting
a variety	country
and	(Leads into Y1 naming a variety
es –	of animals and Y2 plant and
nans)	animal habitats – Living Things
lidiisj	
	and Their Habitats)
I change	- I can listen to a story (school in
i change	the past)
ng what a	
ng what a eir own	I can say what is the same / different
es – Am I	(Leads into Y1 – knowing other
ing	peoples' lives were different in
e	the past to the present day –
Seacole)	study of Great Fire of London
	and Mary Seacole)



Geography	-I can understand that we live in a place. -I understand and that there are different roads and streets in my area (Leads into Y1/2 landmarks in Sheldon and Birmingham – Are Birmingham and London cities? Why should I go to Sheldon?)	- I know that there are different parts in the UK and can see differences in photos (Leads into Y1 naming the countries and capital cities of the UK - Are Birmingham and London cities? Why should I go to Sheldon?)	 -I can say that a map is used to find places. (Leads into Y2 maps of the local area – Why Should I go to Sheldon?) -I can use simple language: building, house, road, street, park. -I can describe my school environment (Leads into Y1/2 naming human and physical features and local landmarks – Why should I go to Sheldon?) 		-I can compare the natural world around me to a different place (farm trip) (Leads into Y1/2 What is in the World Around Me? What is it like in Africa?) -Geographical enquiry – Do the school grounds have enough flowers to attract wildlife? (Leads into Y1/2 geographical enquiry)	-I can name some similarities and differences between life in this country and life in another country (Leads into Y2 What is like in Africa?)
RE	Being Thankful - Christianity Harvest Festival and giving thanks for food, presents. -I can understand that at harvest we give food to those who do not have enough -	Expressing Joy <u>Christianity-</u> Christmas, a joyous celebration. <u>Hinduism</u> – Diwali. - I can show a feeling of great happiness. -I can say what makes me happy -I can say how I feel when I am are happy?	Caring for others, animals, and environment Buddhism The principles of not harming living things. - How have you cared for others? How do you care for your family, your friends, your pet?	Being Courageous and Confident Islam The story of Hagar – left in the desert – courage to survive - Being brave even when you don't feel it. Being strong and believing in yourself. Islam Eid celebrations – -I can say what makes me happy. Chn talk about their Eid celebrations at home and share their family traditions, use photos from the children.	Appreciate Beauty Christianity Easter Story - rebirth - I can talk about what I believe is beautiful - Is it important for the world to be beautiful – why?	Being Fair and Just Sikhism Guru Nanak, founder of the Sikh faith; how he taught the importance of justice, equality and fellowship -I can say what is fair / unfair -I understand the importance of following rules



Computing	Drawing skills	Hardware	Technology Around Us	Photography	Robots	Robots
	-I can select colours when	-I can understand why having	-I can talk about what	-I can talk about what photos	-I can talk about where I am	-I can talk about where I am
	painting on the	clean hands is important	technology is used at home.	show.	moving a toy vehicle whilst I am	moving a toy vehicle whilst I am
	computer/ipad	when using shared devices	-I can talk about what	-I can take photos using a	moving it.	moving it.
	-I can draw pictures on the	-I can understand why it is	technology is used outdoors	digital device.	-I can describe the route taken	-I can describe the route taken
	computer to go with my	sensible to eat and drink	-I can talk about what	-I can use a camera on a digital	by a toy vehicle	by a toy vehicle
	work.	whilst using a technological	technology is used in the world	device	-I can follow directions to make	-I can follow directions to make
	-I can use a computer/ipad	device.	around me.	-I can open photos in a	for a toy vehicle.	for a toy vehicle.
	to draw with different	-I can understand why I need	Sounds	software that I have taken	-I can plan a route for a toy	-I can plan a route for a toy
	widths of pens.	to take care with electronic	-I can make music using a		vehicle.	vehicle.
	-I can try the different tools	devices and their plugs and	computer/ipad program.		-I can follow my own plan for	-I can follow my own plan for
	that I can draw with on the	wires.	-I can add sound effects to my		where the toy vehicle should	where the toy vehicle should
	computer.	-I can take appropriate	work.		move.	move.
	-I can use the undo button	actions when I need to carry a	-I can use a device to record		-I can make the floor robot	-I can make the floor robot
	correctly.	device to a different location.	myself speaking and play back	Final Project	move.	move.
	-I can use the erase button.	-I can use devices with care.	the sounds.	To use the camera on a digital	-I can control the forwards,	-I can control the forwards,
	-I can draw on a computer	-I can identify the technology		devices to take photos	backwards and rotation of a	backwards and rotation of a floor
	using a mouse.	used around me.	Final Project		floor one step at a time.	one step at a time.
	-I can use a touchscreen		To create a song using	(Leads into Y2 taking and	-I can program a 3 steps route	-I can program a 3 steps route for
	device purposefully.	Final Project	different sounds	editing photographs)	for a floor robot.	a floor robot.
		To identify different			-I can predict where a floor	-I can predict where a floor
	Final Project	technology around us	(Leads into Y1 – programming		robot will end up when given	robot will end up when given the
	Children to draw a picture		animations)		the instructions for 2 to 3 step	instructions for 2 to 3 step route.
	of a class mascot (class dojo	(Leads into Y1 – locating			route.	-I can plan a route for a floor
	monster)	examples of technology			-I can plan a route for a floor	robot and then carry out these
		around us and understanding			robot and then carry out these	instructions one step at a time.
	(Leads into Y1 – drawing a	how it can help us, naming			instructions one step at a time.	
	portrait in the style of	parts of a computer)				Final Project
	Picasso)				Final Project	To create a route for a floor
					To create a route for a floor	robot to move. Use of the
					robot to move. Use of the	different direction arrows
					different direction arrows	(Leads into Y1 programming
					(Leads into Y1 programming	Beebots and debugging
					Beebots and debugging	programmes)
					programmes)	



Online Safety	Managing Online	Managing Online Information	Privacy and Security	Privacy and Security	Opportunity to revisit p
	Information	-I can talk about how to use	- I can explain what it means	- I can explain what it means for	units/consolidate learn
	-I can talk about how to use	the internet as a way of	for something to be private.	something to be private.	
	the internet as a way of	finding information online.	- I can identify some simple	- I can identify some simple	
	finding information online.	- I can identify devices	examples of my personal	examples of my personal	
	- I can identify devices	- I could use to access	information (e.g. name,	information (e.g. name,	
	- I could use to access	information on the internet	address, birthday, age,	address, birthday, age, location)	
	information on the internet		location) -I can describe who	-I can describe who would be	
		Health, Well-being and	would be trustworthy to share	trustworthy to share this	
	Health, Well-being and	Lifestyle	this information with ; I can	information with ; I can explain	
	Lifestyle	- I can identify rules that help	explain why they are trusted.	why they are trusted.	
	- I can identify rules that	keep us safe and healthy in	Copyright and Ownership	Copyright and Ownership	
	help keep us safe and	and beyond the home when I	-I know that work I create	-I know that work I create	
		-			
	healthy in and beyond the	am using technology.	belongs to me	belongs to me	
	home when I am using	- I can give some simple	-I can name my work so that	-I can name my work so that	
	technology.	examples of these rules	others know it belongs to me	others know it belongs to me	
	- I can give some simple	-I can apply these rules during	- I can express how I felt when	- I can express how I felt when I	
	examples of these rules	my play	I created this work I can share	created this work I can share	
	-I can apply these rules	-I can link feelings to my	my work with a friend	my work with a friend	
	during my play	online experiences			
	-I can link feelings to my				
	online experiences				
Expressive Arts	ELG EAD – Creating with Ma	terials: Safely use and explore a v	variety of materials, tools and tecl	hniques, experimenting with colou	r, design, texture, form a
and Design	the process they have used.	Make use of props and materials	when role playing characters in n	arratives and stories.	
	ELG EAD – Being Imaginative	e and Expressive: Invent, adapt a	nd recount narratives and stories	with peers and their teacher. Sing	a range of well-known n
	rhymes, poems and stories w	vith others, and (when appropriat	te) try to move in time with music		
Art	Picasso		Paul Klee 'The Town'		Van Gogh-Sunflowers
	-I can hold a pencil and		-I draw simple shapes		-I can draw something
	control the lines I draw		-I can use scissors to cut out		-I can hold and control
	-I can use shapes to create		simple shapes		paintbrush
	a portrait		-I can glue shapes to create a		-I can create my own si
	-I can name the colours I		picture of a place		(Leads into Y2 – paintir
	choose (primary)		(Leads into Y2 – drawing a		fabric designs and seas
	(Leads into Y1 portraits)		urbanscape of Sheldon based		
			on the work of L.S. Lowry –		
			Why Should I go to Sheldon?)		

previous ning	Opportunity to revisit previous units/consolidate learning
and function	n. Share their creations, explaining
	in online their creations, explaining
nursery rhyı	mes and songs. Perform songs,
l can see l a	
unflower	
ng African	
scapes)	



DT			DT - I can make own home for the three pigs; -I can discuss my ideas -I can represent my ideas using a range of a materials and tools (scissors, masking tape, glue etc.) (Leads into Y1 – Making a moving picture using masking tape, split pins, sticky tape, hole punch and a stapler- What is in the World Around	Cooking: I can make a healthy salad I can use tools safely when cooking -I can use a knife and fork to chop soft fruit and vegetables Skill: chopping (Leads into Y1 making a smoothie – chopping soft fruits)	
Music	I can come up with simple actions to well-known songs I can move to a beat I can express feelings and emotions through movement to music Kapow Unit: Music and Movement	I can talk about the music from a range of cultural and religious celebrations: Diwali , Hanukkah, Kwankzaa and Christmas Kapow unit: Celebration Music	Me?) I can use my body and voice to r I can experiment with' fast and s (dynamics)' when playing instru I can identify sounds in the envi between them Kapow Unit: Exploring Sound	slow (tempo)' and 'loud and soft ments	I can perform a song wit small audience I can follow a beat using I can perform a song to Kapow Unit: Big Band

DT – I can make a moving vehicle for a small figure - I can develop my ideas and choose materials. -I can plan my design -I can explore materials and join materials together (mobilo, duplo, straws) (Leads into Y1 – making a moving vehicle including wheels and axels – Are Birmingham and London Cities?)

with an untuned percussion instrument, to a

ing an untuned percussion instrument.

to a small audience