

	Autumn 1 st half	Autumn 2 nd half	Spring 1 st half	Spring 2 nd half	Summer 1 st half	Summer 2 nd half
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Learning Theme	Who am I?	What is happening outside?	Where in the world? (Scientist Mae Jemison)	How do we move? (Historical figure – Amelia Earhart)	What do you see in the garden?	What adventure will you go on today? (STEM – Floating and sinking)
Key Texts	Would you rather? John Burningham All Kinds of people The Colour Monster	Owl babies Christmas stories Leaf man Leaf Thief	Whatever Next The girl who went to the Arctic (animation)	O! Get off my train The Train Ride The Naughty Bus	The Crunching Munching Caterpillar Supertato	Please Help Planet Earth How I became a pirate
PSED (Follow Jigsaw scheme)	Zones of Regulation	Celebrating difference	Dreams and Goals	Healthy Me	Relationships	Changing Me
Communication and Language (Show and Tell weekly)	Discussions about family, interests, news etc. Join in rhymes. Drama skills– introduce Helicopter Stories TALK PARTNERS	Listening skills Instructions – retell and follow (bread making) Nativity	Partner work Retelling stories (story maps), role play. Helicopter stories	Partner work Retelling stories, role play.	Following instructions – seed planting example Describe mini-beasts and answer 'why' questions.	Role Play, stories, etc.
Physical Development (Funky fingers, dough disco and bikes and scooters within provision planning) PE: Get Set+ PE scheme of work	Intro to PE Topic: 'Everyday Life' Fundamental movement skills and simple game rules. (Safely use space, stop safely, using and sharing equipment, work with partner and a group)	<u>Fundamentals</u> Topic: 'Places and Spaces' Skills of balancing, running, skipping, hopping, jumping, travelling and changing direction. Fine and Gross motor skill development through use of handling equipment.	<u>Gymnastics</u> Topic: Traditional Tales Explore basic movement creating shapes, balances, jumps and rolls. Awareness of space and using it safely. Perform basic skills on floor and apparatus, copying and creating short sequences.	<u>Dance</u> Topic: Places Build on prior skills Choose own actions in response to a stimulus. Use counting to keep in time with music. Explore dance through the world around them. Copy, repeat, remember and perform actions.	<u>Ball Skills</u> Topic: Weather Fundamentals of ball skills – throwing, catching, rolling, hitting targets, dribbling with feet, kicking and bouncing. Work independently or with a partner to develop skills and simple tactics.	<u>Games</u> Topic: Around the World Practise and further develop the fundamentals of movement skills by playing a variety of games. Work as a team, take turns, keep score, play with rules and against an opponent.

Literacy	My Family (draw and label for display) Sharing books and rhymes based on children's interests. Rhyming/initial sounds games. Introduce letter sounds.	T4W story maps Speech Bubbles CVC word writing Handwriting practice 1:1 reading	T4W Whatever Next Space Facts	Storyboards – draw their own train and animals that get on board. Label.	Story innovations/T4W Caterpillar Diary – whole class Who Am I?	Pirate Stories Message in a Bottle
Phonics	Baseline Assessment Phase 1 activities – environmental sounds, rhyming, initial sounds Introduce RVI sounds	Introduce RVI (3 sounds per week), reading books, first Reception key words.	Introduce digraphs and trigraphs: small group interventions to start.	Begin Phonics Groups Ditties	Review and apply sounds. Ditties Key Words	Review and apply sounds. Ditties – sentence work. Key Words
Mathematics (White Rose)	Counting songs and rhymes Match and Sort Compare amounts Patterns Compare size, mass, capacity Baseline assessments	Representing, comparing and composition of 1-5 One more/less Circles and triangles and shapes with 4 sides Positional language	Comparing, composition, combining numbers to 8 Making pairs Combining 2 groups Compare mass and capacity.	Comparing numbers to 10 Bonds to 10 Length, height, time 3D shapes Patterns	Building Numbers beyond 10. Counting patterns beyond 10 Spatial reasoning – match, rotate, manipulate shapes. Adding more Taking away	Spatial Reasoning – compose and decompose Doubling, sharing and grouping Even and Odd Spatial Reasoning – visualize and build shapes. Deepening understanding Patterns and Relationships Spatial reasoning - mapping
Understanding the World (Includes enquiry questions)	Families, Where am I from? Where do I live? (world map)	Family celebrations Bonfire Night, Diwali, Christmas, Hannukah Seasons How does our environment change over time/over a year? Why are celebrations important to people? How do people celebrate their religious festivals?	Lunar New Year, Space – moon landing (Moon rocks experiment/historical figures Mae Jemison, Neil Armstrong) Contrast environments: How is the moon different from Earth?	Transport – past and present (trip to London Transport Museum) Historical figure: Amelia Earhart How has the way we get around changed over time?	Growing Plants/Mini-Beast observations/lifecycles- How do living things change over time? (including human lifecycle)	Adventures/ Pirates Floating and Sinking STEM project Pirates from the past Map work – Why do people use maps? How do we use maps? What does a map need? (purpose of maps, follow a map, draw a map)
ICT/Computing **new scheme	Computing vocabulary Move and operate toys. Move and operate simple apps.	Use a computer. Name parts of a computer. Hold a mouse. Open a program.	Understand instructions. Follow instructions. Create instructions. Debug instructions.	Use iPads to record. Take photos on an iPad. Open and view photos on an iPad.	Programme BeeBots Follow instructions Create instructions. Debug instructions.	Understand algorithms Sort objects. Sort using branch diagrams. Create branch diagrams.

			Predict an outcome.		Predict an outcome.	
Expressive Arts and Design	Self Portrait (B&W drawings with sponged colour background Leaf art)	Christmas show Card Making - Christmas & Hanukah Crafts Owl babies art Fireworks art Leaf rubbing/Leaf man pictures	Planets-marbeling Aliens- paint Rocket building 3D Tools – use of scissors/hole punch	Printing tyre tracks Building imaginary vehicles – woodwork Design, draw make – fantasy vehicles	Making Gardens Flower Painting/Printing Observational drawings with pastels, chalk, paint	Woodwork Pirate Painting Pirate Ships – design and build
Possible Visits and Visitors	Parents and children visit class before starting school. POLICE Visit – people who help us	OPTIONS: Cherry Tree /Highgate Wood Trip Parent Reader Pantomime Christmas experience St James' Church Community police visitor Parent visitors to discuss religious celebrations.	Library visit – fiction non- fiction space books	Community police visit – ROAD SAFETY OPTIONS: Local trip – Cherry Tree, Library, Sainsbury's, Church (Easter, Synagogue (Passover) Transport Museum	LIBRARY visit Highgate Woods - minibeasts	Community police visit OPTIONS: Willows Farm Local Trip Little Angel Puppet Theatre
Role Play Area (in consultation with children)	Home Corner	Diwali House, Dark Den, Santa's Grotto	Space Station	Police station/train station/airport	Garden Centre/Vet surgery	Pirate Cove
EDI (Equality, Diversity, Inclusion) KEY TEXTS USED AS DISCUSSION AND ACTIVITIES	The Big Book of Families I see things differently Incredible you It's OK to be different My Pirate mums We are family The girl with two dads Baby goes to market Jabari Jumps Izzy Gizmo Astro Girl Shine So Much Little People Big <u>Dreams</u> books					

