

	Autumn 1 2016	Autumn 2 2016	Spring 1 2017	Spring 2 2017	Summer 1 2017	Summer 2 2017
	Let me tell you a story.	A walk in the woods.	We're going on a bear hunt.	We could be heroes!	Cheeky chicks and creepy critters.	Under the Sea
BLP	Collaboration Listening Perseverance Imagining Managing distractions Planning					
Possible trips & events	Rhubarb theatre – i.e Goldilocks, Little Red Riding Hood. Mr Hill -Read a story (Male role models)	Belton -A walk in the woods Beaumanor-Gruffalo day?	Bear hunt assembly Visit to Wyville? Teddy Bears Picnic	Visitors -Nurse, firefighters, police? Superhero dress up day.	Chicks -Happy egg company. Zoo lab?? Rhubarb theatre -What the ladybird heard Ugly bug ball	Trip to Belton/ White post farm.
Festivals	Halloween Lincolnshire Day Harvest	Bonfire night Christmas Diwali	Chinese New Year Pancake Day	Mother's Day Easter	Father's Day	
PSED	SEAL –New Beginnings Settling in. Making friends Learning rules & routines.	SEAL –Getting on and falling out. 'Steps' for resolving conflicts on their own.	SEAL –Going for Goals Games involving sharing or turn taking.	SEAL –Good to be me! Make up rules for simple games. Books about morals and decision making	SEAL –Relationships Caring for insects/plants. Fair / unfair Stories / books - controlling feelings	SEAL –Changes Celebrating achievements - Sports Day Transition
C&L	Sharing news/scrapbooks Introduce Big talk Following instructions. Using puppets/masks. Listening to stories.	Listening to others and speaking in full sentences. Sentence structure - 3 part sentences Following instructions	Listening and responding to others. Listening to stories without pictures or props. Understanding humour - rhymes, jokes etc.	Using <i>wow</i> words to make our sentences more interesting. Telling stories - alternative endings, sequencing sentences.	Asking appropriate questions –who, what, why. Where, how. Extending sentences.	Uses talk to organise, sequence and clarify thinking, ideas, feelings and events Connecting sentences - extending narratives.
PD	Jumping, running, climbing skills. Pencil grip / Scissor skills Using construction kits such as Lego, Sticklebricks etc. Encourage hand washing/Toilet routines	Different ways of moving and balancing Vocabulary related to movement Malleable materials - stretching, squeezing etc. playdough, clay. Change for PE / Fasten coats independently	Ring games and playground games involving changes of direction etc. Jumping off an object and landing appropriately. Begin to form recognisable letters - letter formation practise. Handling large construction materials Develop awareness of healthy eating	Improve catching , throwing and dribbling skills using large balls. Introduce weaving and sewing skills - lacing cards, binka etc. Building more complex models with construction kits - Lego, toy wood, hammer and nails etc. Using tools - gardening tools e.g. spades, trowels, etc. Egg and spoon races Improving letter formation - writing on lines.	Uses simple tools to effect changes to materials. Using one handed tools safely e.g. potato peelers, hammers, clay tools. Encourage children to judge risks and tackle new activities safely.	Improve skills in ball games such as tennis, hockey etc. - travelling with a ball, target practise etc. Engaging in activities related to Sports Day - moving in different ways, negotiating space etc.

Literacy	Phase 1/2 Phonics Rhyme and alliteration 'Mark making' to represent writing through role play Beginning to read/write their own name. Traditional tales. Sequencing stories and retelling with props/masks.	Phase 2 Phonics Stories about Woodland animals i.e hedgehogs , squirrels, owls, Percy the Park Keeper etc., Beginning to write c.v.c words and simple tricky words. Writing signs & labels for models.	Phase 2/3 Phonics Bear stories i.e 'Were going on a Bear Hunt' Whatever Next etc Writing simple captions and sentences. Gaining in confidence to writing using the sounds they have learnt in Phonics.	Phase 3/4 Phonics Superhero stories and rhymes. Information books about everyday heroes –police, doctors and nurses etc. World book day. Easter stories/ rhymes.	Phase 4 Phonics Look at Non-Fiction books – finding out about minibeasts. using them outdoors. Writing signs/labels for role play. Writing invitations to the Ugly bug ball. Writing descriptions of insects	Consolidation –Phonics 4/5 Seaside stories – Sharing a shell, Tiddler, The rainbow fish. Pirate stories Non fiction books about the seaside/summer. Writing postcards Making passports.
Mathematics	Counting to 10 & beyond and down from 10-0. Number songs/rhymes. Introduction to Nmicon shapes. Recognising numerals and learning number formation rhymes. Counting the number of objects in a set.. Ordering numbers to 10. Adding one more. Simple addition/subtraction story of 5.	2D shapes- describing and naming. Repeating Patterns. Counting - Matching numerals to the number in a set. Measures -length and Height –Putting 3 objects in order of length/height. Using non-standard units. Money –recognising coins. Using money in role play. Time-Days of the week. What is a minute?	Counting to 10/20. Ordinal numbers. Estimating. 3D shapes –printing and making models. Symmetrical patterns. Data Handling. Pattern Addition to 10. Subtraction within 10.	Adding 1 more/2 more to 10/20. Counting on. Measures-Weight – heavier/lighter and non-standard units. 2D & 3D shapes –sorting 3d Shapes. Counting and comparing numbers. Money and real life problems in role play. Time – Key times in the day. Months of the year.	Counting to 100. Addition & Subtraction to 20 –counting on. Finding 1 more/1 less. Pairs with a total of 6 or 7. Doubles. Sorting 2D shapes to set criteria. Data Handling Pattern –Counting in 2's.	Counting and comparing numbers to 100. Missing number tracks. Measures-capacity – More/less 3D shape Following directions. Recognise coins –addition and subtraction involving money. Time –What can we do in a minute?
UW	Sharing news/significant events. Making porridge Making bread.. Finding out about our school and who works here. Introduce children to ICT equipment	Day & night information books. Dark den –torches, circuits etc. Introduce digital cameras. ICT programs Education City/2Simple.	Winter Finding out about different bears. Using Beebots and microphones.	Easter Egg hunt. Changes to materials. Signs of Spring. Making chocolate crispy cake nests.	Planting seeds /plants in the outdoor Area. Lifecycle of butterfly, frog, chick etc. Eggs/Chicks from the Happy Egg company.	Floating and sinking. Treasure maps.
EAD	Introduce Role play, construction, small world and creative areas in class. Home corner role play. Experimenting with colours in craft area - painting using prime colours. Joining in with dancing and ring games. Small world play - building stories using small world characters.	Learning songs for the Christmas play. Role play –adults to model language. Exploring the sounds of musical instruments. Colour mixing. Christmas cards.	Acting out Bear stories. Dancing to Chinese New Year Music with scarves.	Creating superhero costumes mask, gadgets etc Superhero den for role play area. Acting out superhero scenarios. Easter cards/Mothers day cards.	Role play areas –Garden Centre/Flower shop. Minibeast Café in the mud Kitchen. Ugly bug ball at the end of the topic –dressing up and dancing to music.	Role Play –Travel agents/ Campsite/Ice cream parlour Under the seat songs. Under the sea craft pictures Wave patterns

