

EYFS Curriculum Overview (Theme) (One-year Cycle)

<p style="text-align: center;">Autumn 1 Marvellous Me</p>	<p style="text-align: center;">Autumn 2 Night and Day</p>	<p style="text-align: center;">Spring 1 Once Upon a Time</p>
<p>PSED: Present character profiles about themselves such as things that make them happy and sad and people who are special to them. Establish classroom rules and routines. Explore different feelings and emotions.</p> <p>PD: Understand the importance of looking after ourselves- including the importance of exercise in keeping fit and healthy. Develop fine motor skills with a focus on getting dressed, using a variety of fastenings.</p> <p>CL: Give mini-presentations about a favourite toy. Play games that encourage the children to describe each other's features, characteristics and qualities. Learn greetings in other languages. Create a variety of role-play scenarios from every day life.</p> <p>Literacy: Write character profiles to describe physical features and characteristics. Write sentences to describe emotions. Write own name and the names of others. Write and label the different parts of the body.</p> <p>Maths: Learn about simple shapes (triangle, square, circle) by drawing, tracing and using their bodies to make the different shapes. Play ordering, matching and missing number games with numbers 0-10. Sort physical features into categories. Carry out surveys and present information in tables and charts. Use timers and stopwatches to record time.</p> <p>UW: Look at the human body and skeleton and identify different parts. Look at maps of the local area and identify the setting in relation to homes of the children.</p> <p>EAD: Explore making hand and footprints using a range of media. Explore the sounds our bodies make. Learn a range of songs linked to the theme and use musical instruments as an accompaniment to song.</p>	<p>PSED: Reflect on dreams and nightmares as well as fears of the dark. Discuss safety measures for Bonfire Night and Halloween. Work as part of a team to construct firework rockets, bonfires and Guy Fawkes dolls for the bonfire.</p> <p>PD: Move in ways that represent night and day and fireworks. Make Halloween-themed ginger bread biscuits, rocket-shaped fruit kebabs and firework sparkler chocolate breadsticks. Develop fine motor skills by cutting, weaving and threading.</p> <p>CL: Collect topic related words from carpet and independent time to use on display in the classroom. Identify rhyming words. Use role-play and props such as a story-telling chair and story stones to re-tell a story verbally.</p> <p>Literacy: Use time conjunctions to talk about daily routines. Create story-maps to re-tell stories. Create 'Wanted' Posters for characters in a story. Read and order days of the week and months of the year.</p> <p>Maths: Tell the time to the nearest O'clock. Sequence daily routine events in time order. Use timers and stopwatches to record time. Practise counting backwards from 10 (and 20). Play ordering, matching and missing number games with numbers 0-10 (and 20). Use simple 3D shapes to paint rockets.</p> <p>UW: Look at sleeping places and patterns of different animals. Visit to/from a local fire brigade. Explore light and dark and how shadows are created. Look at how a clock works and create role-play clock menders. Use telescopes to look at stars.</p> <p>EAD: Learn a range of songs linked to the theme and use musical instruments as an accompaniment to song. Make firework art using a range of resources. Use junk-modelling to make tube rockets. Create magic potions using a range of materials.</p>	<p>PSED: Reflect upon a traditional fairy tale and the characters actions, thought and feelings. Work with other children through team games, role-play and construction activities.</p> <p>PD: Develop fine motor skills using tools such as tweezers to pinch objects and needle and thread to sew. Explore different ways of moving like characters and objects in a story. Learn about healthy living.</p> <p>CL: Use story stones to retell a traditional fairy tale. Compare different versions of stories. Use role-play and props such as a story-telling chair to re-tell a story verbally. Take part in hot-seating activity whilst performing in role as a character from a story.</p> <p>Literacy: Create story-maps to re-tell a traditional fairy tale. Create 'Wanted' Posters for characters in a story. Write shopping lists and invitations for a party. Write character descriptions using adjectives. Write postcards from and to story characters.</p> <p>Maths: Explore size in relation to measuring footprints and beanstalks. Explore quantity and weight when making porridge and measuring capacity with water. Play ordering, matching and missing numbers games for numbers 0-10 and some children from 0-20. Use <i>Numicon</i> to print with paint onto paper and count the total up to 20.</p> <p>UW: Learn about the life cycle of plants. Understand more about animals such as bears and their habitats. Investigate what happens to materials when they are mixed, heated and cooled. Use a variety of ICT resources for research and expressing ideas. Create investigation areas containing materials related to the topic for the children to explore and ask question about.</p> <p>EAD: Develop cutting, sticking and junk-modelling skills to build bridges. Boats & castles as well as make birthday cards, masks & puppets & beanstalks for characters. Use instruments to re-tell a story.</p>

EYFS Curriculum Overview (Theme)

Spring 2 Down in the Garden	Summer 1 Off on an Adventure	Summer 2 Pirates and The Seaside
<p>PSED: Take care of minibeasts inside and outside of the classroom. Work together to plan a 'Hungry Caterpillar' party. Work in pairs to create symmetrical butterfly pictures. Work in teams to build cocoons with materials outdoors and out of each other.</p> <p>PD: Know the difference between healthy and unhealthy food. Move like minibeasts using props and obstacles. Take part in threading activities such as making caterpillar necklaces and making Ivy vines. Make paper chain caterpillars, cutting, looping and attaching.</p> <p>CL: Play listening games that use their understanding of the stories read. Go on a mini-beast hunt around the outdoor area and encourage the children to talk about any minibeasts that they see or hear.</p> <p>Literacy: Write shopping lists. Write information texts describing similarities and differences between caterpillars and butterflies and lifecycles of minibeasts. Write instructions for recipes they make. Write party invitations for their friends and family members.</p> <p>Maths: Look at lines of symmetry in butterflies. Record results from science experiments in graphs and tables. Learn about halving and doubling. Sort topic-themed objects into categories according to size, body parts, colours etc. Use money and counting as part of their role-play in the class Fruit & Veg shop.</p> <p>UW: Learn about the season- spring and the changes that take place during this season. Learn about the lifecycles of plants and animals. Go on nature walks in the local area to collect natural materials and make observations of the wildlife that they see. Plant and grow flowers and vegetables to create a mini-allotment and butterfly garden.</p> <p>EAD: Sing topic-related songs and select instruments to accompany song. Create collages, paintings and junk models of local wildlife. Explore colour mixing and texture in their work at the same time as following the work of others. Express themselves through role-play</p>	<p>PSED: Talk about making friends and being friendly to each other. Talk about feeling brave and scared and how to overcome fears. Work together in teams to build bear caves and find hidden objects.</p> <p>PD: Make healthy snacks and understand the importance of a healthy diet. Explore different ways of moving using positional language such as over, under, through and between. Practise fine motor skills with finger gym activities such as threading wool through holes.</p> <p>CL: Listen and respond to a variety of adventure stories such as 'We're Going on a Bear Hunt'. Use their senses to orally describe story settings and build on ideas by imaging new settings for a story. Use costume and props to re-tell stories they have listened to.</p> <p>Literacy: Create story maps and character and setting descriptions based on their understanding of what they have read. Read, follow and write instructions for making sandwiches and other recipes. Write alternative endings to a story they have read.</p> <p>Maths: Collect data about food preferences and present findings in charts and tables. Play games that encourage the use of positional language. Learn vocabulary for ordinal numbers and use to order objects by size. Measure footprints using a range of measuring tools and equipment.</p> <p>UW: Learn about different species of animals and their habitats. Carry out a science experiments about gummy bear sweets, making predictions and observations as well as recording results in a table. Go on nature walks in the local area.</p> <p>EAD: Make and use percussion instruments to represent the different sounds in the story of 'We're Going on a Bear Hunt'. Use art resources to make binoculars, masks, headbands and collages as well as draw settings from a story. Use junk modelling materials to create large and small-scale bear cave</p>	<p>PSED: Share experiences orally as part of a group and on paper individually on a range of topics such as holiday memories, perseverance, special people and possessions in their lives and stealing. Work in teams to build pirate ships, sharing ideas and listening to the thoughts of others.</p> <p>PD: Understand the importance of looking after yourself- from washing hands to staying sun-safe. Develop fine motor skills in cutting, threading, pinching with tweezers, rolling and shaping materials. Travel under, around, over and through an obstacle course. Dance freely to pirate-themed music.</p> <p>CL: Use their senses to describe seaside objects. Play games that require listening to and recognising voices of other classmates. Perform Punch and Judy theatrical shows. Re-tell some of the stories covered through audio books, role-play, small word characters, story sacks and a story-telling chair.</p> <p>Literacy: Write sorry letters on behalf of book characters, character descriptions and alternative endings to a story they have read. Identify rhyming words as well as real and nonsense words. Record and present information from science experiments.</p> <p>Maths: Practise adding and counting numbers 0-20 through games, treasure hunts, role-play and song. Sort topic-themed objects into categories in order of size. Make repeated patterns with shells. Find and recognise digits up to 20. Use digits to practise number bonds.</p> <p>UW: Carry out science experiments making ice-lollies and exploring whether objects sink or float and what happens when sand is mixed with water. Go on topic-related trips in the local area. Explore world maps and globes to find places personal to us. Make own rock pools selecting appropriate materials.</p> <p>EAD: Sing and play music to pirate-themed songs. Role-play an airport scene as children embark on class holiday. Use a range of art resources to make pirate crafts. Act out pirate scenes in the outdoor pirate ship. Design and make pirate ships that float on water.</p>

