Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Me and You	Heroes!	Abracadabra!	Wriggle and Roar!	From Tiny Seeds	Under the Sea!
Text ideas  I am absolutely to small for school Whiffy Wilson The Wolf Who Wouldn't Go To School You Choose The Very Helpful Hedgehog Goldilocks and The Three Bears The Three Little Pigs	Text ideas  Superhero Abc (Nonfiction)  Super Daisy  Emergency 999!  Fireman Sam  Nativity Story	Text ideas  Room On The Broom Spinderella Each Peach Pear Plum The Princess and the Wizard.	Text ideas  Dinosaur texts  Walking Through The  Jungle  Oh No George!  Elmer  Noah's Ark	Text ideas Jack and the Beanstalk Jasper and the Beanstalk The Very Hungry Caterpillar	Text ideas  Winnie the Witch— under the sea  The Snail and the Whale There's a Commotion in the Ocean
Phonics, Reading and Writing	Phonics, Reading and Writing	Phonics, Reading and Writing	Phonics, Reading and Writing	Phonics, Reading and Writing	Phonics, Reading and Writing
Phase 2 phonics Writing own name Handedness assessment Fine motor assessments Initial sounds and rhyme. What is a character. Retelling stories orally using story language.	Phase 2/3 phonics Writing captions and phrases. What is a story setting. Spaces between words. Reading and writing cvc and phase 2/3 tricky words. Learning the alphabet.	Phase 2/3 phonics What is fiction and nonfiction. Writing spells and instructions. Learning the structure of a sentence. Reading and writing cvc /cvcc and phase 2/3 tricky words. Demonstrating understanding of what they have read.	Phase 3/4 phonics Writing riddles. Learning about question marks and exclamation marks. What are adjectives. Story openers. Reading and writing simple sentences. Reading and writing 2 syllable words.	Phase 3/4/5 phonics Writing persuasive leaflets/posters. Writing information leaflets—how to grow a bean. Writing stories. Using suspense. Reading and writing polysyllabic words.	Phase 3/4/5 phonics . Story writing at length Writing own sea adventures. Reading and writing polysyllabic words.

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Me and You	Heroes!	Abracadabra!	Wriggle and Roar!	From Tiny Seeds	Under the Sea!
Trips/Visits/Special	Trips/Visits/Special	Trips/Visits/Special	Trips/Visits/Special	Trips/Visits/Special	Trips/Visits/Special
<u>Events</u>	<b>Events</b>	<b>Events</b>	<b>Events</b>	<b>Events</b>	<b>Events</b>
Wishworks oral story-	Walk to the Fire	Fairyland Dressing up	Spring Barn Farm Trip	Baby visit with Mother	Rockpooling/Beach
telling in school	Station/Police Station	day in school. (Bridge		Lifecycles—tadpoles and	picnic
puppetsall@yahoo.co.uk	Emergency day!	cottage?)		caterpillars	Visit to see the life-
Harvest	Christmas play			Caterpillars in class.	boats
		<b>Experiments</b>			Under the sea day in
<b>Experiments</b>	<b>Experiments</b>		<b>Experiments</b>	<b>Experiments</b>	school.
		Why does bread have a			
Making porridge - what	'Magnet Man' How can	use by date? Why do we	What is the best way to	How can I make a bean	<b>Experiments</b>
is your favourite? Make	we find out what would	keep milk in the fridge?	hide Elmer's colours?	grow?	
a bar chart.	stick to 'Magnet Man?	Finding out about			What floats and sinks?
	Exploring ice	different materials and	Art and D.T		How can I use what I
		their purposes.	Explore—weaving, mixed		found out to make a
Art and D.T	Art and D.T		papers collages	Art and D.T	boat?
Explore paint—colour	Explore drawing and	Art and D.T	Textiles—Making animal	Explore—joining	
matching, mixing, adding	printing—variety of	Explore modelling—	puppets.	techniques	Art and D.T
other media, printing	objects.	rolling, pattern, shaping.	Inspiration: Julie	Inspiration— Claes	Explore—textures.
with paint. Using water-	Printing—Investigating	Modelling—Make your	Taymore— 'Lion King '	Oldenburg-makes	Inspiration: Variety of
colours.	printing. Look at Paul	own minibeast using	costume designer.	models on a large scale.	food art collages.
Paintings—Myself 'Frida	Klee's work. Make	clay.		Make papier mache—	Experiment with rice,
Kahlo' Painting self-	Christmas cards and	Inspiration: Louise	Forest Learning	small scale to large.	pasta, buttons to make
portraits.	wrapping paper.	Bourgeois—'the spider'	'Where the Wild Things	(food)	days of creation
Self-assessment.		sculpture in London.	Are' -minibeasts—pond		collage.
	Forest Learning		dipping, minibeast	Forest Learning	
Forest Learning	'One Snowy night' Signs	Forest Learning	hunting, build Max a	'Stone Soup' - Food in	Forest Learning
'We're Going on a Bear	of Winter - Ice lan-	'Chicka Chicka Boom	raft, bug hotels, dream	nature—fire making,	'The Giving Tree' Gifts
Hunt' - Treasure hunt,	terns, building animal	Boom' Making music—	catchers.	gardening, identifying	from nature—den build-
map making, directions,	homes, season changes,	Song of the wood,		safe/poisonous berries,	ing, ways to help the
painting with mud.	bird feeders, animal	texture hunt, bark rub-		story sticks, food	environment, dandelion
	home finders, nest	bing, whittling—making		chains, elderflower	ink, flower crowns,
	building.	instruments, sensory		cordial, cooking, wood	weaving with leaves,
		writing		cutting.	natural sculptures.

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<u>MATHS</u>	<u>MATHS</u>	<u>MATHS</u>	<u>MATHS</u>	<u>MATHS</u>	<u>MATHS</u>
Baseline assessment	Counting:	Counting:	Counting:	Counting:	Counting:
Counting:	Count beyond 10	Estimating.	Counting in 2's.	Sorting and counting in	Sorting and counting in
Counting to 10.	Counting irregular	Counting on and back	Number recognition:	2's, 5's and 10's.	2's, 5's and 10's.
Counting non-objects.	arrangements.	from different numbers	Ordering numbers to 20	Estimating and counting	Estimating and counting
Counting out objects	Number recognition:	Number recognition:	Matching numbers and	to 20.	to 20+
Number recognition:	'Teen' numbers.	To 20, in and out of	amounts to 20.	Number recognition:	Number recognition:
Matching number and	Calculating:	sequence.	Making 2's numberlines.	Labelling amounts to 20.	Labelling amounts to 20.
amounts to 10	More and fewer	Calculating:	Calculating:	Exploring a 100 square,	Exploring a 100 square,
from a larger group.	Estimating.	Counting on and back	Counting on for addition	numbers beyond 20.	patterns in numbers.
Calculating:	Finding total by counting	for addition and	Counting back for	Calculating:	Calculating:
Knowing how many in a	all.	subtraction.	subtraction.	Counting on and back	Counting on and back
set .	Practical addition and	Doubling and halving	1 more 1 less to 20	for subtraction and	for subtraction and
1 more/ 1 less.	subtraction.	quantities.	Problem solving	addition.	addition.
Shape:	Recording.	Sharing.	Shape:	Doubling and halving	Doubling and halving
Describing shapes.	Shape:	Shape:	Making repeating	using number.	using number.
2d Shape names.	What is 2d and 3d?	What shapes can we use	patterns using shapes.	Sharing.	Sharing. Odd and even.
Using shapes for a	Shape hunts, pictures	to make our houses?	'Guess my shape'	Shape:	Shape:
purpose.	and patterns.	Space:	describing properties.	Making shape	Exploring more unusual
Space:	Space:	Position and distance—	Space:	information class big	shapes and names.
Use positional language	Define a pattern.	using beebots. Which is	Repeating patterns and	book.	Space:
Measure:	Copy patterns.	the nearest? Furthest?	sequences.	Space:	Making own board
What is money? Why do	Measure:	How can you describe	Exploring number	Using a grid to describe	games.
we have it? What does	Exploring 2p, 5p. Making	its position?	patterns.	position.	Measure:
it look like?	5p.	Measure:	Measure:	Measure:	How can we measure
Recognising and	Order by length/height.	Capacity—compare and	Money—Ways of making	How can we measure our	using rulers /tape
counting with 1p's.	Measuring using cubes.	problem solve. Full/half	10p.	beanstalks?	measures.
Paying for items using	Use a 1 minute timer.	full.	Giving change from 10p.	Money—Ways of making	Ordering the school
1p's.	Morning/afternoon/	Exploring clocks and	Finding out what times	20p.	day. Time connectives.
	evening.	oʻclock times.	we do things at home	Giving change from 20p.	
			and school.	Finding out about half	
				past.	

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PSHE (SEAL) New Beginnings	PSHE (SEAL) Getting on and falling out Say no to bullying	<u>PSHE (SEAL)</u> Going for Goals	PSHE (SEAL) Good to be me	<u>PSHE (SEAL)</u> Relationships	PSHE (SEAL) Changes A Journey in Love.
R.E Myself Welcome <u>MUSIC</u>	R.E Welcome Birthday <u>MUSIC</u>	R.E Celebrating Gathering <u>MUSIC</u>	R.E Gathering Growing MUSIC	R.E Good News Friends <u>MUSIC</u>	<u>R.E</u> Friends Our World <u>MUSIC</u>
Charanga— 'Me!' Exploring instruments and naming them. Nursery rhymes.	Charanga— 'My Stories' Exploring loud and soft with instruments. Learning nativity songs.	Charanga— 'Everyone' Using instruments to accompany songs. P.E	Charanga— 'Big Bear Funk!' <u>P.E</u> Gymnastics	Charanga— 'Reflect, Rewind, Replay.'  Making up own compositions.	Charanga— 'Our World!' Make days of creation sequence.  P.E
P.E  Basic skills; How to change for P.E, operate in the hall, play simple games	P.E Basic skills; Game skills	Dance	,	P.E Games; Using equipment skills	Games; Preparing for Sports Day
gs	TECHNOLOGY Using text; space bar,	<u>TECHNOLOGY</u>	TECHNOLOGY Using the internet for		TECHNOLOGY  Recording days of
TECHNOLOGY  Mouse control  2paint a picture. (Explore a different	capital letters. (Explore a different aspect of 2 simple each week.)	(Explore a different aspect of 2 simple each week.)  Exploring beebots. How	research—finding out about your favourite animal. Making animal posters.	TECHNOLOGY  Taking photo's for bean diaries.	creation musical pieces. Writing stories on the computer. Playing maths games to
aspect of 2 simple each week.) Taking photo's—find out who has blue eyes etc.	Technology hunt in school and at home. How do we use technology?	to use a beebot— film your presentation. (Explore a different aspect of 2 simple each	Making cards on the computer.	Use 2 simple anywhere to label your bean plant picture.	support learning in Maths.
mio nas side cycs etc.	Junk model technology items.	week.)	(Explore a different aspect of 2 simple each week.)	(Explore a different aspect of 2 simple each week.)	