

Communicati	Vocabulary	Skills	Knowledge & Concepts
on &			3 1
language			
Nursery	Names of	Sing songs /	Know a range of songs/ rhymes.
Autumn	family, staff & classmates.	rhymes	Understand who, what, where?
	Use vocabulary	Join in a simple conversation about stories.	Understand how, why within play & in the moment questions.
	from stories; which have been modelled by an adult.	Take turns in talking about family	
		Follow one-step instructions.	
		Use 4 word sentences.	
Nursery Spring	Use wider vocabulary from longer	Listen to longer stories.	Understand who, what, when Understand
	stories & learnt songs, some of which have been	Follow simple two step instructions.	how, why within play & in the moment questions.
	modelled by an adult.	Use sentences with 4 to 6 words or adding	
	Explore prepositions <b>Examples</b> ; top, under,	connectives; and, because Express a view.	
	Explore plurals & past tenses; Examples; boys /girls children, ran /"ranned"	Take turns to organise play & conversation.	
Nursery Summer	Start to select some own	Listen to longer stories	Understand two parts & over under through prepositions in
Summer	choices of vocabulary from longer stories & learnt songs	Follow simple two step instructions.	instructions, play & in the moment questions.  Understand in front, behind.
	Use <b>First then</b>	Use sentences with 4 to 6 words or adding	
	Prepositions; Examples; over under through	connectives; and, because	
	in front, behind.	Express a view, take turns to organise play & conversation	



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Reception	Names of	Begin to listen &	Retell part, or the entire story, with
Autumn 1	family, staff	hold simple	exact repetition or own words.
1144441111	(Mr. Mrs.	"back & forth"	
	Miss) &	conversations in	Describe choices of play areas &
	classmates.	play.	routines.
	Good		
	Morning/	Talk about own	Share ideas & singing of
	afternoon &	ideas &	song/rhymes.
	other social	experiences.	song/mymesi
	phrases.	experiences.	Understand further prepositions;
	pili ases.	Use & answer	around over past between under in
	Missle		•
	Wiggle	who, what,	play.
	Waggle	when where	
	.,,	how, why in	The Tiger Who Came to Tea
	mill, yard,	play &	Peace at last
	haystack,	conversation.	Whatever Next.
	field, hen		
	coop,	Use farm story	
	farmhouse,	vocabulary in	
	tractor.	play, drawing,	
		modelling &	
	Use adjectives	storytelling.	
	<b>Examples</b> ; Sly		
	sneaky fox,	Use two spoken	
	Curious	adjectives	
	content hen	together with an	
		adult	
	Use	uuuri	
	prepositions		
	through story;		
	around over		
	past between		
D .:	under,	II	Detail the continue states
Reception	and/because	Use some exact	Retell the entire story
Autumn 2		repetition, key	
	Explore use of	phrases & own	Learn farm rhymes & poems.
	past,	words	
	present &		
	future tenses.	Use	
	Examples;	conjunctions to	
	run, running,	organise	
	ran/"ranned"	thoughts.	
	_		
	Future tense	Use & answer	
	1 1 .1		
	in the	Who What	
	narrative	When Where	
	narrative	When Where	Know some negative phrases.
	narrative question,	When Where How Why?	Know some negative phrases.
	narrative question,	When Where How Why? within a story	Know some negative phrases.  Use known onomatopoeia in story
	narrative question, "Who will?"	When Where How Why? within a story	·
	narrative question, "Who will?"  Vocabulary of seed to	When Where How Why? within a story context. Use own	Use known onomatopoeia in story
	narrative question, "Who will?" Vocabulary of seed to bread;seed,	When Where How Why? within a story context. Use own negative	Use known onomatopoeia in story context & in animals noises.
	narrative question, "Who will?"  Vocabulary of seed to bread;seed, grind, mix,	When Where How Why? within a story context.  Use own negative phrases to	Use known onomatopoeia in story context & in animals noises.  Know & understand parts of The
	narrative question, "Who will?"  Vocabulary of seed to bread;seed, grind, mix, stir, knead	When Where How Why? within a story context.  Use own negative phrases to explain.	Use known onomatopoeia in story context & in animals noises.
	narrative question, "Who will?"  Vocabulary of seed to bread;seed, grind, mix, stir, knead dough & bake	When Where How Why? within a story context.  Use own negative phrases to explain. Explain	Use known onomatopoeia in story context & in animals noises.  Know & understand parts of The
	narrative question, "Who will?"  Vocabulary of seed to bread;seed, grind, mix, stir, knead	When Where How Why? within a story context.  Use own negative phrases to explain. Explain directions using	Use known onomatopoeia in story context & in animals noises.  Know & understand parts of The
	narrative question, "Who will?"  Vocabulary of seed to bread;seed, grind, mix, stir, knead dough & bake	When Where How Why? within a story context.  Use own negative phrases to explain. Explain	Use known onomatopoeia in story context & in animals noises.  Know & understand parts of The



	I'm not		
	going again	Use two	
		adjectives	
	Long wavy	together on	
	grass,	own.	
	Deep, cold		
	river	Explore using a	
	Thick, oozy	range of new	
	mud,	adjectives &	
	Swirling,	,	
	<u> </u>	conjunctions.	
	whirling,	T-11-0	
	snowstorm,	Talk & organise	
	narrow,	thinking about	
	gloomy cave	the story activities.	
	Explore		
	conjunctions		
	Examples;		
	because so		
	but, then		
	Sug alon		
D	Evmlone	Follows	Asla C anguan
Reception	Explore	Follow	Ask & answer
Spring 1	sentence	instructions/	who, what when where,
	openers	ideas in two or	how, why, in play & story context.
	Examples;	three steps.	
	First, next,	** 1	Pay attention to & use the sound of
	finally	Use language to	alliteration.
		imagine &	
	Name job	recreate roles &	
	roles,	experiences of	
	buildings &	stories.	
	tools.		
	Examples;	Talk about own	
	Dentist	needs, wants &	
	Vet,	opinions & ask	
	carer/minder	for help.	
	Emergency,		
	doctor, police,	Use talk to solve	
	paramedic,	problems &	
	hospital,	organise	
	ambulance	thinking &	
	ambulance	activites, clarify	
	Evamples:	ideas & feelings.	
	Examples:		
	might maybe,		
	could, should		
_	would		
Reception	Vocabulary;	Answer how &	Use past knowledge to anticipate key
Spring 2	group & name	why about	events.
	some fruit &	characters,	
	vegetables,	objects,	Pay attention to & use the sound of
	meat, pasta/	experiences,	rhyme & alliteration
	rice, sugar.	stories or	
		events.	
	Examples:		
	might maybe,	Introduce own	
	could, should	storyline or	
	would		
<u> </u>	would	J	



Reception Summer 1	and because so but then	narrative into play.  Use talk to help solve problems & organise thinking & activites  Connect ideas using some conjunctions.	Know "ed" may be used in past tense.
	First, next, then finally Past tense correctly - planted, pulled , pushed		
Reception Summer 2	Minibeasts names including some specific species names from the rainforest.  Examples; red eyed tree frog, Blue Morpho Butterfly	Follow instructions involving several actions or ideas.  Ask & answer questions in conversation about finding out facts.	Know main features of a Rainforest.
Physical	Vocabulary	Skills	Knowledge & Concepts
Nursery Autumn	Name tools  Examples; pencil, scissors, brush,  Describe textures Examples; rough, smooth, hard, soft	Practice one handed use of pencil, scissors, brushes, tools  Develop fine motor strength.  Developing independent toileting, wash hands & dress for outdoors	Name simple reasons for hygiene practice for health & safety.  Name some healthy foods.  Safety rules for indoor & outdoor classroom.
Nursery Spring	Teeth Toothbrush Toothpaste Dentist Walk, run, bike, climb, Bath/shower	Develop the use of one -handed tools & including knife & fork.  Practice manipulating a	Making healthy choices in snack time  Know & talk about tooth brush routines.  Begin to talk about & understand healthy -



	Shampoo /soap Clean /dirty	range of funky finger materials for strength & control.  Develop independent self-care & hygiene needs & skills.  Start climbing with alternative feet in the	Exercise Hygiene routines
		outdoor	
Nursery Summer	Private flush rinse wash soap	Some independent use of knife & fork.	Know hygiene routine for toileting.
	Spoon knife fork Names of tools	Comfortable pencil control with a dominant hand for tools.	
	Manies of tools	Good control of a pencil	
	Walk run hop skip jump stop start freeze	Continue to develop gross motor movements with increasing control skip, hop, hold a pose	
	space lift carry heavy light	Skilfully negotiate open space, & collaborate with others in large moves & items.  Mostly independent care needs.	Know most of own care needs for daily hygiene, eating and dressing.
Reception Autumn 1	Actions	Co-ordinated two hand finger actions	Finger songs & rhymes
	Names of tools	One handed use of pencil & scissors  Develop tripod	Know difference between letters & numbers
		grip	Circle & half circle



	thread, tower, balance  around, under, over past, between & through  Crawl, climb, balance &	Copy some letters  Threading medium 3D objects. Balance tower of objects  Gym obstacle moves  Bean Bag Skills balance & ball	
Reception Autumn 2	Examples; Cut, thread, wind & bend  Elastic bands, pipe cleaners Paper chains paper clips  Grind Mix Knead  Straight, curve	winding, thread, link, slide & bend to join medium objects  Pincer grip  Control of malleable materials.  Continuous straight & circle cut	Understand concept of winding, threading, sliding along a line.  Understand circle & half circle
	Direction, turn run, hop, skip, jog, sprint fast / slow freeze  Examples; join, combine, repeat, sequence, the same different	Balance/ roll marbles.  Independent toileting, washing hands & dressing for outdoors  Use space, adjust speed change direction  Stretching Shapes; Making a combination of movements.	
Reception Spring 1	Fold bend curve  Pattern, repeating, what comes next?,	Simple sequenced folding; bends.  Construct using kits/ collage with increasing control &	Sequencing & repeating pattern.  Understand exercise, eating, sleeping & hygiene can contribute to good health.



Examples; sequence, the same, recurring, different				•
sequence, the same, recurring, different  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump foods. Use knife ork spoon Examples; slice cutlery balance & jump stop start freeze, crawl, climb, balance & jump aim, throw, target bat, Examples: strike Quoits & Cones:    School counsellor session – good habits.   Dental hygiene & visit   NSPCC Underpants Rules     Dental hygiene & vi		Examples;	repeating	
same, recurring, different  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump startsing & kicking with precision & care needs.  Private Safe person  Thread, link & bend Spring 2  Thread, link & bend small objects. Cut up foods. Use knife & korek.  Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump  aim, throw, target bat, Examples: strike  Quoits & Combine moves to travel confidently on equipment.  Brush control  Jump & Balance; Crawl, climb, balance & jump  Dental hygiene & visit  NSPCC Underpants Rules  NSPCC Underpants Rules  NSPCC Underpants rules.  Balancing & floating.  Make movement by blowing.  Revisit NSPCC underpants rules.  Balancing & floating.  Make movement by blowing.  Combine moves to travel confidently competence.  Travel with skill on equipment.				School counsellor session – good
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skip jump stop start freeze, crawl, climb, balance & jump  Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits & throw with, precision & catching with competence.  Travel with skill on equipment.		Knife fork spoon Examples;	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure	Make movement by blowing.
skip jump stop start freeze, crawl, climb, balance & jump  Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits & throw with, precision & catching with competence.  Travel with skill on equipment.		Knife fork spoon Examples;	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure	Make movement by blowing.
stop start freeze, crawl, climb, balance & jump  Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits &Cones:		Knife fork spoon Examples; slice cutlery	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8	Make movement by blowing.
freeze, crawl, climb, balance & jump  Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits & Cones:		Knife fork spoon Examples; slice cutlery	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim	
freeze, crawl, climb, balance & jump  Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits & Cones:		Knife fork spoon Examples; slice cutlery	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim	
climb, balance & jump  Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits &Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with,	
balance & jump  Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits & Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with , precision &	
jump Travel with skill on equipment.  aim, throw, target bat, Examples: strike  Quoits & Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl,	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with , precision & catching with	
aim, throw, target bat, Examples: strike  Quoits & Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb,	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with , precision & catching with	
aim, throw, target bat, Examples: strike  Quoits &Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance &	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with , precision & catching with competence.	
target bat, Examples: strike  Quoits &Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance &	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	
bat, Examples: strike  Quoits &Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	
Examples: strike  Quoits &Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump aim, throw,	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	
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Quoits &Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump  aim, throw, target bat,	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	
&Cones:		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump  aim, throw, target bat, Examples:	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	
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		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump  aim, throw, target bat, Examples: strike	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	
Combine moves to travel confidently		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump  aim, throw, target bat, Examples: strike  Quoits	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	
		Knife fork spoon Examples; slice cutlery  Walk run hop skip jump stop start freeze, crawl, climb, balance & jump  aim, throw, target bat, Examples: strike  Quoits	& fork.  Pencil accuracy & care & for fluent writing  Draw link patterns. Figure of 8  Run, jump, aim & throw with, precision & catching with competence.  Travel with skill	



	Examples; join, combine, repeat, sequence, the same different	Dance – weather. Demonstrate contrasting dynamics. Body strength, balance co- ordination & agility	Combine moves to travel confidently
Reception Summer 1	Fold & tear	Form paper shapes  Cut out range of patterns with a continuous cut  Large-scale cutting.  Body strength, balance co-	Make changes to material's forms by blowing, mixing.  Dance – movements of mini-beasts
	Examples; scuttle & float  Aim, throw, bat, strike kick & pass	ordination & agility  Fluency of movement-rhythm  Develop & refine a range of ball skills; with precision & catch with competence.	Team rules.
Reception Summer 2	Small, Treasury tags & Split pins.	Linking natural materials. Sequenced folds – paper cones & aeroplanes. Drawing castles with accuracy & care.	Exploring & recreating the structures of towers, turrets & castles.
	Castle, build, balance towers, turrets  Aim, throw, bat, strike, kick & pass	Large scale castle building  Team Games; Develop & refine a range of skills; with precision & catching with competence. Body strength, balance coordination & agility	Sports Day



Personal &	Vocabulary	Skills	Knowledge & Concepts
Social	Vocabulary	JKIIIS	ishowicuge & concepts
Nursery Autumn	Names of family, staff & classmates.  Name play toys or areas  Social language; please thank you Examples; Hello, Can I / you, I like/havelet's pretend, this is a  Who what	Show some confidence in new social situations Separate happily from carer. Settle to Nursery activities. Use resources with help. Play with one or more adults & peers. Take part in role play.	Transition to new setting  Begin to take turns & understand yours & mine.
Nursery Spring	Dogum, Lola, Coffie.	Initiating conversations & forming good relationships within the group.  Enjoys small tasks within the provision.  Continue to develop turn taking through small group work eg;	Start to negotiate solutions to conflict
Nursery Summer	Share, take turns	Confidence in communicating freely about home & community with peers & adults through small group work.  Children to be confident, independent learners across all areas within the school setting.	Negotiate solutions to conflict. Take on other roles.  Talking about transition into new classes.  Regular visits to new teachers & classrooms.



Reception Autumn 1	Examples; shy nervous curious excited surprised  tired happy, sad, Share, take turns Peace  Name learning areas  Bedtime Teeth brushing Mealtime Screen time Teeth brush & paste Soapy Clean Dry  Talk Den  Persevere  Examples: Happy content safe Sly sneaky	Self-regulation Identify feelings about new social situations & unfamiliar people.  Make own interest & play area choices.  Talk about families & own routines. interests & family activities.  Home role- play theme.  Independent Handwashing  Perseverance - Make a special friend. Play on a shared theme  Perspective of others through story characters	Build resilience to trust in our safe people.  Explore a new part of school  Respectful Relationships -Describe School Day expectations & routine.  Show a sense of being a valuable individual.  Describe their healthy body routines: bed, teeth, meal, screen time  Be aware of others view
Reception Autumn 2	Buddy/ friend/ helper  Mood Monsters feelings Introduce as Examples	Initiate conversations with peers & familiar adults  Talk about how we help each other  Join in groups & welcome others in play on shared themes  Perspective of others through story characters -explore expressions	Value of good relations & helping others.  Buddy systems  Be aware of others view & how they show feelings.  Build co-operation & perseverance  Resilience in challenges such as problem solving & completing a task  Identfy setting goals, & describe feelings & perseverance within physical & emotional challenges.  Pleasure in giving & appreciation of receiving.



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		group obstacle courses & paired blindfold games	
	Christmas, gifts, presents, love,	Cultural experience Perspective of others through real characters Talk about & name explorer/s.	
Reception Spring 1	Examples; Suggest, another way/ alternative, fair/reasonabl e, share, apologise, forgive.  Examples; Expert professional training  Name Emergency Services & transport  Private Rules	Steps to resolve conflicts e.g. finding a compromise.  Manage own needs through learnt routines.  Care for living things. Talk about community & emergency services.  Feelings of sharing kindness with others.  Identify feelings of needing & receiving as well as giving help.  Play in other groupings than friendship.  Care for living things.  Identify & eat a healthy range of foodstuffs & understand & need for variety	Constructive & respectful relationships; Know & explain why others are upset  Know about uncomfortable feelings.  Importance of exercise, eating, sleeping & hygiene  NSPCC Pants Rule  Special People to us.  Our safe people.  Growing older, achieving more  Perseverance in making mistakes & evaluating.
Reception Spring 2	taking turns sharing team work.	Eat a healthy range of foodstuffs & underst& need	Personal food choices; Exploring, talking about & trying new vegetables.



	Competition Win lose	for variety in food.  Independence in routines – Simple dressing & changing,  Toileting & hygiene including at mealtimes.  Taking account of one another's ideas & perspective to organise an activity.	Perseverance in trying repeatedly & evaluating.  Manage own needs & underst&ing of helping each other.  Describe self in positive terms & new personal & team skills/goals
Reception Summer 1	Naming provisions for life.  Love, care, gentle, patient, understandin g, thoughtful	Care & Concern for animals including healthy food stuffs.  Identifying & caring for forms of new life.  Practical care & concern for animals, including healthy food stuffs.  Identifying & caring for forms of new life.	Understanding of needs of all living things; basic needs of animals  Show a sense of valuable individual.  Curiosity and awareness of Amazon Rainforest.
Reception Summer 2	Name fruits and vegetables, rice, pasta, potato, dairy products, types of meat, fish.	Narrating own personal food choice of healthy range of foodstuffs  Is everything we grow healthy?  Following linked instructions as a team.  Express feelings using	Understand need for variety in food.  Understand needs of all living things; basic needs of plants  Perspective of other & confidence in own ability, through story characters  Explore & describe feelings of overcoming anxiety.  Identify feelings about new social situations & unfamiliar people.



		descriptive language.  Build resilience to trust in our safe people.  Self care in awareness of Sun safety	Transition visits to Year 1
Literacy	Vocabulary	Skills	Knowledge & Concepts
Nursery Autumn 1	Names of fruits and vegetables  Names of animals  Character names  Wood, forest, park.	Oliver's Vegetables Oliver's Milkshake Incy Wincy Spider Leaf Man Owl Babies Gruffalo Percy the Park Keeper collection Christmas Stories.  Five key concepts of print. Meaning & Purpose of story Left-Right, Top- bottom Name parts of book  Sensory mark making.  Identify personal letters	Oliver's Vegetables Oliver's Milkshake Incy Wincy Spider Leaf Man Owl Babies Gruffalo Percy the Park Keeper collection Christmas Stories.  Extend conversations with new vocabulary  Initial sound knowledge
Nursery Spring	Name parts of books cover, page Rockets aliens Dinosaur names	To retell & sequence most of what happened  Awareness of rhyme & alliteration.  Answer why questions.  Extend nonfiction understanding of meaning & purpose	Roaring Rockets. Alien tea on planet Zumzee. Chinese new year. Non fiction- Farm. How to grow a dinosaur. Handa's surprise. Jack & the jelly beanstalk.  Explore non-fiction dinosaur books Extend conversations with new vocabulary Awareness of personal letters



		Mark & write personal letters within play	
Nursery Summer	Name parts of books cover, author page.no word  Up down round back	Left-Right,Top- bottom  Write some, or all, of their name.	Remembering known stories. The Very Hungry Caterpillar. Mad about Mini beasts. Seaside (fiction & non- fiction)  Recognise their own name & logos etc.,
		Suggest rhymes & alliteration.	
		Clap syllables	
		Match some initial sounds.	
		Extend non- fiction understanding of meaning & purpose	
	first then	Sequence first then events in known stories	
Reception Autumn 1	Left-Right, Top-bottom Name parts of book; cover title, author, pages Once Upon a	Read & Write s a t p i n, own name & try to write labels  Recognise words with the same initial sound	Care of books Share & recite favourite rhymes.  Recognise & write some letters from name and from phonics; <b>s a t p i n m d g o c k ck</b> Join in adult model spelling some cvc words by identifying sounds & writing with letters.
	time "Run Rabbit Run My Story is Done" the end	Join in adult model to segment & blend sounds into cvc words	Meaning & Purpose-Listen to recall a sequence/ story with phrases.
	Fiction & non-fiction	Meaning & Purpose Listen & recall the sequence of Mr Wiggle & Mr Waggle, Rosie's Walk with actions.  Observe/	
		imitate adult	



	Name	model; reading,	
	characters.	actions, repeat phrases & character names in daily stories & songs.	
Autumn 2	Cover	Read & Write	Baking recipe books
	Page Title Author Illustration "Bee bo bend it my story has ended"	s a t p i n m d g o c k ck e u r h b f ff l l l s ss , own name & labels  Recognise words with the same initial sound  Segment & blend sounds into cvc words	Recognise & write phonics; s a t p i n m d g o c k ck e u r h b f ff l ll s ss  Meaning & Purpose-Listen to recall a sequence/ story with phrases.
		Meaning & Purpose Listen & recall the sequence of Little Red Hen and Bear Hunt with actions.	
Spring 1	Cover Page	Blend & start to segment cvc's.	Recognise & write phonics; satpin mdgockckeurhbffflllsss



	Title Author Illustration First, next, finally	& ccvc's using first digraphs.  Read some Phase 3 common exception words  Meaning & Purpose Listen & recall the sequence of Three Billy Goats Gruff with actions.	jvwxyz
Spring 2		Blend & segment cvc's & ccvc's using first digraphs .	Recognise & write phonics individual letters and digraphs qu ch sh th ng ai ee
Summon 1	Haading	Meaning & Purpose Anticipate key events.  Start to write short sentences with known sound letter correspondence Read Phase 3 common exception words  Meaning & Purpose Listen & recall the sequence of The Enormous Turnip with actions.  Retell Pirates Love Underpants  Read & write	Re-read to sense check sentences
Summer 1	Heading Label Caption and so but because	likead & write phonics; igh oa oo ar or ur  Use some Phase 3 common exception words within short sentences,	Recognise & write phonics individual letters and Know sounds for 10 digraphs from ff l ll ss qu ch sh th ng ai ee (igh) oa oo  Extract facts from Yucky Worms non- fiction/ fiction



Summer 2	and so because but	spoken & written.  Start to use capital letters & full stops.  Meaning & Purpose; Write simple fact files  Listen, recall & sequence the story of Billy's Beetle.  Consolidate read & write 10 of digraph phonics; j v w x y z qu ch sh th ng ai ee igh oa oo ar or ur ow oi  Read some Phase 4 tricky words  Retell Jack & the Beanstalk and Sharing a Shell.  Use capital letters & full stops.  Sequence & make own books.	Recognise & write phonics individual letters and Know sounds for 10 digraphs from ff 11 ss qu ch sh th ng ai ee (igh) oa oo ar or ur ow oi  Understand what has been read to them Anticipate key events in stories.
Maths	Vocabulary	Skills	Knowledge & Concepts
Nursery Autumn	Number One, two, three, four, five  Same more	Start to count objects, saying one number for each item to 5 with numbers in order  Match the numeral with a group of items to	Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').  Recognise numbers 1 2 (up to 3)  Use own ways of recording such as placement of objects.
		numeral with a	placement of objects.  Identify real world mathematical problems



	'Examples: pointy', 'spotty', 'blobs sides', 'corners'; 'Examples: sides', 'corners'; 'straight', 'flat', 'round'  circle, rectangle, triangle & Example; cube	Use numbers in finger & number rhymes  Subitising 1 & 2.  Solve problems with numbers up to 3.  Represent number- marks, symbols and numerals.  Extend & create ABAB patterns –  Select shapes appropriately: flat surfaces for building,  Combine shapes to make new ones - an arch, a bigger triangle	Talk about & identify the patterns around them.  Indian textile patterns.  Talk about & explore 2D & 3D shapes
Nursery Spring	Number One, two, three, four, five six seven eight nine ten  same more	Start to count objects objects, saying one number for each item to 5 with numbers in order  Recite numbers from 0-5 (& beyond)  One more to count to 5  Match the numeral with a group of items to show how many there are (up to 3).  Use numbers in finger & number rhymes  Represent number with	Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').  Recognise numbers to 3  Use own ways of recording such as objects  African patterns in materials & art



	Τ	T	
		marks, symbols	
	Repeat	and numerals.	
	Examples;	Solve real world	
	sides',	mathematical	
	'corners';	problems with	
	'straight', 'flat',	numbers up to	
	'round'	4.	
	circle,	1.	
	· ·	Cubitioing 1 0 2	
	rectangle,	Subitising 1 & 2	
	triangle &		
	cuboid	Repeating 2 part	
		patterns	
	in', 'on',	Select shapes	
	'under', 'up',	appropriately:	
	'down',	flat surfaces for	
	'besides' &	building,	
	'between'	,	
	in front of &	Combine shapes	
	'behind'	to make new	
	Denniu	ones - an arch, a	
		,	
		bigger triangle	
		Directional	
		language	
		Compare size	
		weight length,	
		capacity.	
Nursery	Number	Start to count	Know that the last number reached
-	One, two,	objects, saying	when counting a small set of objects
Summer	three, four,	one number for	tells you how many there are in total
	five six seven	each item to 5	('cardinal principle').
			( caramai principie ).
	aight ning ton	1.1 1 .	
	eight nine ten	with numbers in	December to F
	eight nine ten	with numbers in order	Recognise numbers to 5
	eight nine ten	order	G
	eight nine ten		Use own ways of recording such as
	eight nine ten	order	G
	eight nine ten	order  Recite numbers	Use own ways of recording such as
	eight nine ten	order  Recite numbers	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the numeral with a	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the numeral with a group of items to	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the numeral with a group of items to show how many	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the numeral with a group of items to show how many	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).	Use own ways of recording such as
	eight nine ten	order  Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to	Use own ways of recording such as
		order  Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).	Use own ways of recording such as
	same more	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers	Use own ways of recording such as
	same more more than	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger &	Use own ways of recording such as
	same more	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger & number rhymes	Use own ways of recording such as
	same more more than	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger &	Use own ways of recording such as
	same more more than	order  Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger & number rhymes up to 5	Use own ways of recording such as
	same more more than	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger & number rhymes up to 5  Solve real world	Use own ways of recording such as objects
	same more more than	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger & number rhymes up to 5  Solve real world mathematical	Use own ways of recording such as objects  Understand a sequence of two
	same more more than	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger & number rhymes up to 5  Solve real world mathematical problems with	Use own ways of recording such as objects
	same more more than	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger & number rhymes up to 5  Solve real world mathematical problems with numbers up to	Use own ways of recording such as objects  Understand a sequence of two
	same more more than	Recite numbers from 0-10  Match the numeral with a group of items to show how many there are (up to 5).  Use and show finger numbers in finger & number rhymes up to 5  Solve real world mathematical problems with	Use own ways of recording such as objects  Understand a sequence of two



		Subitising to 3.	
	First then  in', 'on', 'under', 'up', 'down', 'besides' & 'between' in front of' & 'behind'	Represent number with marks, symbols and numerals.  Discuss routes & locations, '.	
Reception Autumn 1 Numbers 1 -10	'behind'  Number One, two, three, four, five six seven eight nine ten  Adding, taking away, equals, total, same, different,  Examples;	Count objects, actions & sounds  Count out up to 10 objects from a larger group.  Match the numeral with a group of items to show how many there are (up to 10).  Explore the composition of numbers 2 & 3  Begins to explore & work out mathematical	Recognise numbers of personal significance & numbers 1-5  Recite numbers from 0-10 (& beyond) & back from 10-0  Link the number symbol (numeral) with its cardinal number value  Show awareness that numbers are made up (composed) of smaller numbers, exploring portioning in different ways with wide a range of objects.
	plus, subtract, more, odd, even, double, half, how many? Fair/unfair, share  Examples; Long, short, longer, shorter, bigger, smaller, more, less, same, different, ruler, cube, jug, cup, bowl, bucket, full, empty, half full/empty	problems, using signs & strategies of their own choice including (when appropriate)  Start to use number names & symbols comparing number, show interest in large numbers. Estimates of numbers of things, showing understanding of relative size.  Use measuring tools in everyday experiences & play	Understand & compare length, weight & capacity



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Autumn 2  Numbers 1- 5 (& up to 10)  Subitise	One, two, three, four, five, six, seven, eight, nine, ten	Begin to select the correct numeral to represent 1 to 10 Count objects up	Know & recognise numbers 1-5 & if appropriate up to 10.  Subitising numbers to 4 & maybe 5 (5 frame)
Count beyond 10  Shape	More/less, big, smaller, full, empty, half full/empty, lots, fewer, odd, even, guess, what can you see? the same, many, fewer, lots  Examples; Roughly, similar, different, Heart shaped, hand shaped, leaf shaped, 2D shapes, circle, square, rectangle, triangle  Examples: In front of, behind, before & after, in a line, next to, past, between, up, down, on top of, under, over, beside around, through	Count along a numberline.  Explore the composition of numbers 4 & 5  Select rotate & manipulate shapes in order to develop spatial reasoning skills  Follow & giver directions  Use relative terms & describing what they see from different viewpoints,	Count beyond 10.  Recognise the pattern of the counting system.  Use number names & symbols when comparing numbers, showing interest in large numbers.  Show awareness that numbers are made up (composed) of smaller numbers, exploring portioning in different ways with wide a range of objects.  Estimate numbers of things, showing understanding of relative size.  Odd & Even  .



One, two, three, four,	Add 1 &	Subitise larger numbers by
five, six, seven, eight, nine, ten, eleven, twelve, thirteen, fourteen, fifteen  One more/less, bigger smaller,	subtracts 1 with numbers to 10.  Use number lines & staircase patterns  Explore the composition of numbers 6 & 7	subitise larger fittingers by subitising smaller groups within the number (10 frame).  one more than/one less than' relationship between consecutive numbers  Show awareness that numbers are made up (composed) of smaller numbers, exploring portioning in different ways with wide a range of objects
Add, take away, plus, subtract, equals, total, same, different, more, odd, even, double, half, how many? Fair/unfair, share  Pattern, repeating, what comes next?, the same, , different  Examples: sequence, recurring  2D & 3D shapes  Square, circle, triangle, rectangle  Examples:	Explore & work out mathematical problems, using signs & strategies of their own choice including (when appropriate) standard numerals, tallies & "+" or "-".  Odd or Even? Doubles  Continue, copy & create repeating patterns Spots patterns in the environment Compose & decompose shapes.  Uses own ideas to make models of increasing complexity, selecting blocks needed, solving problems, & visualising what they will build.	Recognise a shape can have other shapes within it.  Investigates turning & flipping objects in order to make shapes fit & create models; predicting & visualsing how they will look (spatial reasoning
	seven, eight, nine, ten, eleven, twelve, thirteen, fourteen, fifteen  One more/less, bigger smaller,  Add, take away, plus, subtract, equals, total, same, different, more, odd, even, double, half, how many? Fair/unfair, share  Pattern, repeating, what comes next?, the same, different  Examples: sequence, recurring  2D & 3D shapes  Square, circle, triangle,	seven, eight, nine, ten, eleven, twelve, thirteen, fourteen, fifteen  One more/less, bigger smaller,  Add, take away, plus, subtract, equals, total, same, different, more, odd, even, double, half, how many? Fair/unfair, share  Pattern, repeating, what comes next?, the same, different  Examples: sequence, recurring  Dubles  Use number lines & staircase patterns  Explore the composition of numbers 6 & 7  Explore & work out mathematical problems, using signs & strategies of their own choice including (when appropriate) standard numerals, tallies & "+" or "-".  Odd or Even? Doubles  Continue, copy & create repeating patterns Spots patterns in the environment Compose & decompose shapes.  Uses own ideas to make models of increasing complexity, selecting blocks needed, solving problems, & visualising what they will build.



	Cone, sphere, cuboid, cube, pyramid, cylinder, triangular prism,  Big, bigger, small smaller, round, point, 'pointy', straight, corner  Edges, faces, curved		
Spring 2	Pattern, repeating, what comes next?, sequence, the same, different, the same again , Examples: recurring  Examples; think that, long, short, longer, shorter, longest, shortest, tall, tallest, small, smallest, low, lowest, high, highest, medium, in the middle, the same, different, heavy, heavier, heaviest, light, lighter, lightest, fair, unfair, full,	Numbers 8 & 9 portioning in different ways with wide a range of objects  Explore & work out mathematical problems, using signs & strategies of their own choice including (when appropriate) st&ard numerals, tallies & "+" or "-".  Solve problems with prediction & discussion of comparisons of length, weight or capacity, paying attention to fairness & accuracy.  Make simple maps of familiar& imaginative environments, with marks	Show awareness that numbers are made up (composed) of smaller numbers, exploring portioning in different ways with wide a range of objects  Chooses familiar objects to create & recreate repeating patterns, beyond AB patterns & begins to identify the unit of repeat.
Summer 1	Number	Automatically	
Pattern	bonds,	recall (without reference to	



Shapes	taking away, plus, minus, double, half	counting or other aids) number bonds up to 5 (including	
	share, fair, unfair, equal, between, each, same again  Adding, taking away, plus, subtract, equals, total, same, different, more,  tally	subtractions facts).  Shows awareness that numbers are made up (composed) of smaller numbers, exploring portioning in different ways with wide a range of objects.  Begins to explore & work out mathematical problems, using signs & strategies of their own choice including (when appropriate) standard numerals, tallies & "+" or "-".  Odd & even numbers Doubles	
	odd, even, double, half, how many? Fair/unfair, share		
Summer 2	Adding, taking away, plus, subtract, equals, total, same, different, more, odd, even, double, half, how many?	Automatically recall (without reference to aids) number bonds up to 5 (including subtractions facts) & some number bonds to 10, including double facts.	Have a deep understanding of number to 10, including the composition of each number.



	Fair/unfair,		
	share	Subitise recognise quantities without counting) up to 5.	Recognise the pattern of the counting system. Recognise when 1 quantity is greater than, less than, or the same as the other quantity.
		Verbally count beyond 20,	
		Compare quantities up to 10 in different contexts,	
		Explore & represent patterns within numbers up to 10 including evens & odds, double facts & how quantities can be disturbed equally.	
Understandin	Vocabulary	Skills	Knowledge & Concepts
g the World			
Nursery Autumn 1	Name family characters	Talk of own family & of significant events.	Own life story – Uniqueness.  Know key features of trees and its
	Name vegetables and fruits	Make fruit and Vegetable collections	life cycle  Feel & use how things work & <u>forces</u> outdoors.*
		Observe	Vl+ Dili 0 I di - 0
	Tree trunk bark leaf Examples: Conker acorn	seasonal change and make Autumn collections	Know about Diwali & India & develop positive attitudes.
	bark leaf Examples:	seasonal change and make Autumn	
	bark leaf Examples:	seasonal change and make Autumn collections  Compare photos to differences in people &	



	generation and relation Examples: Mum Dad Grandad Grandpa Granma Nana Brother Sister Auntie Uncle cousin Name job roles Name dinosaurs	identify generations.  Observe and talk about different job roles.  Make animal collections & comparisons of properties.  Observing fruit	Make sense of human life cycle –  Show interest in different families & occupations.  Dinosaurs & facts, using wider vocabulary.  Develop positive attitudes& know about a different country – Chinese New Year  Develop positive attitudes through Mother's day Valentine's day
	Name animals  Name fruits  Skin seed  juice tree bush	& different properties.	
Nurcory	Examples; Juicy sweet, sharp, bumpy, smooth Name family		– Father's Day Human life cycle –
Nursery Summer	members by generation and relation <i>Examples:</i> Mum Dad Grandad Grandpa Granma Nana Brother Sister Auntie Uncle cousin		family generations  Develop positive attitudes& know about a different country – Africa  Explore mini beasts & local habitats.  Begin to understand the need to respect & care for the natural environment & all living things  Plant seeds & care for growing
	Name minibeasts  soil leaf rock seed plant  Examples: Shoot stem roots		plants  Off site trip linked to topic.  Explore shell collections.  Sand containers
Reception Autumn 1	Name signs of Autumn. tree, trunk, leaves, sticks, conkers, acorns, Examples; oak tree horse	Walk outdoors, exploring a variety of terrain	Harris Park Woodland walk What is Autumn? What is Harvest?



	chestnut, sycamore seeds & tree.  Name features of a farm.  Name features in the locality; Hill, river, lake, wood Examples fell, mountain, forest	Explore about animals and crops on farms	Purpose of a farm Awareness of Cockermouth farming community & rural location.  Cockermouth Auction Mart Robson Mitchell statue Wainwright Whinlatter
Autumn 2	plant, seed, corn cut, carry, mill grind, knead, bake, mix stir  Name signs of winter Rain, snow, frost, ice cold, freezing/froz en  Habitat, cave, forest, wood. den,  Name arctic & Antarctic animals	Sequence seasons  Explore & make spider web patterns  Explore sources of Light & Dark.  Explore images and film of arctic & Antarctic  See differences in images of past & present toys.	What is dough?  Seed to bread sequence  What is Winter?  Compare animal footprints.  Name bears' habitats  Bears & Antarctica David Attenborough  Hindu Festival - Diwali Story  Christmas traditions
Reception Spring 1	Wood stone metal  Arch, Pillar,  Local river & bridge names River, lake, pond sea  Examples: Jennings Brewery Police Station Fire station	Notice & replicate features of bridges.  Recognise, observe & describe buildings of Cockermouth	Tower Bridge Millenium Bridge Golden Gate The Nile The Amazon  River Cocker Cocker Bridge River Derwent Gote Bridge  Roles / jobs in society Building use.  Valentine's Day



	St Helens & Kirkgate dentist Castlegate Surgery Hospital Mountain Rescue Cockermouth School Primary Schools Churches, registry Shops & pubs.	Weddings –see differences in images & artefacts of past & present.	Mother's Day
Reception Spring 2	Root, stem, petal, leaf	Observe, draw snowdrop, daffodil	Name parts of flowers  Know about purpose of gardening.
	Name edible crops we grow,  Examples: Fresh, rot, decay mould	Make vegetable soup  Plant flowers and edible crops.	Changing state of matter through cooking (hard/soft/ solid/ liquid).
	Buds, shoots Sun warmth rain	Talk about effects of Spring, describing what they see, hear & feel	Observe & describe Parts of boats; Floating materials & moving sails.  Mr Archimedes Bath story & experiment. A21 Archimedes' Bath EN01 - Bing video
	Float sink		
	Examples; Spill overflow tip capsize		



Reception	Naming	Building	Building a wormery.
Summer 1	natural	wormeries	
Summer 1	ground	Digging for	Change of form; experiments in
	materials; <b>soil</b>	worms.	vinegar, baking soda
	gravel soil	S Parts of a	Soapy water, air.
	recycling	worm	Soupy water, and
	Worm;	WOITH	Minibeast features & habitats,
	Saddle	Evenlone Ielly	· ·
		Explore Jelly	including Amazon Rainforest.
	Insect; wing	worms in	
	leg shell	liquids &	Understand a life cycle of a frog &
		Bubble worms	/or caterpillar
	Examples:		
	armour		
	antennae		
	stinger		
	predator prey		
	chrysalis		
	including		
	some specific		
	species names		
	from the		
	rainforest		
	egg tadpole		
	froglet		
	Explore names		
	of rocks		
	parts of plants.		
Reception	Tower turret	Sorting natural	Castle features.
-	moat	materials,	Life in the castle.
Summer 2	battlements	beans, seeds.	Life in the castle.
		bealls, seeus.	Plant Cara & Cangary for planta with
	portcullis	Familiana alamba	Plant Care & Concern for plants with
	arrow slits	Explore plants	awareness of needs for growth
		drinking water	7 1 1 1 1 1
	Examples;	(dye).	Explore climbing plants
	spread, soak		
	suck,		Awareness of different forms of
			water, terrain & weather
	river, beach,	Identify features	
	sea, sun,	of a seaside.	Sea creatures
	shade &		
	shadow	Types of sea	
	Describe	creature &	
	beach scenes;	habitats	
	cliff, sea, rock	Habitato	
	pools, shells,	Beach visit	
	_		
	pebbles, sea	Seaside/	
	weed	summer day	
		traditions;	
	Name sea	picnics, water	
	creatures;	play.	
	Examples:		
	hermit crab		
	anemone,		
	limpet.		
	starfish,		
	jellyfish		
	bristleworm,		



Creative	Vocabulary	Skills	Knowledge & Concepts
	Happy sad	Simple emotion	Paper plate portrait
Nursery Autumn	парру sau	& detail in	raper plate portrait
Autumn		pictures &	
		painting	
	Name colours	_ , ,	
		Explore colour & materials	
	roll, squash,	freely on	
	pinch, cut.	workbench &	
	•	malleable items	
		-	
	Light dark	Duotond play	
	shadow	Pretend play- house/home/Sh	
	Evamulas	op	
	Examples: Cosy bright	Dark den/ post	
	spooky	office/	Remember & sing some of/ entire
		Christmas	songs.
	Happy sad	workshop.	Recognise the structure of the song;
		Respond,	Accognise the structure of the solig,
	Fast loud	express	Explore tonality, tempo and
	slow whisper	thoughts &	dynamics
		feelings.	
		Move to the	Christmas songs
		pulse independently	
		and as part of a	
		group; compare,	
		evaluate and	
		understand	
		sounds.	
		Improvise a	
		song around one	
		they know.	
Spring 1	Name colours	Explore colour	African sunsets.
	Examples;	mixing	
	Straight, wavy,	Notice detail	Animal dens & African huts/ clay &
	wide thin	colour line &	art
	N	movement in	
	Name tools	constructing.	Respond to what they hear in music from other cultures.
	stick, cut,	Choose	nom other cultures.
	paint draw	workbench	Simple melodic pattern & match
	_	materials, tools	voice pitch
		& joining	
		technique to	Manmade v natural instruments
	Examples;	develop own ideas.	Identifying the origins of sounds;
	shake, tap,	iacus.	Representing sound visually through
	bang	Pretend play-	images
		Build stories	
		around resources. Small	
		world &	
	1	woriu &	



	sparkly twinkly smooth, crisp, clear, long short bounce	enclosing spaces.	
Summer 1	Stick / glue /cut Staple Construct Make  Examples; Hold, mark, pattern, decorate position slide, push, pull line, attach, fix	Independently constructing boats, dens for mini beasts.  Using workbench tools & joining technique to add texture, closed space & continual lines.  Pretend play – Ice cream shop. Under the sea.  Create & play instruments with control	Observational drawings sea/mini beasts.  Collage textures, sea themes.  Showing emotion in music
Reception Autumn 1	Name creative tools & materials roll, ball, sausage rough, mark, straight, curve cut, stick, tear mark, draw, paint  Explore vocabulary for	Create their own songs  2D & 3D basic joins  Roll a dough ball & sausage  Scissor cut line & curve  Tear & stick masking tape  Draw familiar people in detail  Draw trees and autumn collection items in detail  Draw and build homes, school, familiar places in Cockermouth	Draw representations of people & objects.  Start to develop awareness of structure of trees and buildings.  David Hockney  Wainwright



	melody, pitch volume  fast slow, loud, high low, quiet, beat,	Matching the pitch and following the melody. Listen & give view,  Develop storylines in their play.	Sing known songs (with and without words) in a group or on their own, increasingly.  Play back and forth songs. <a href="http://teach.files.bbci.co.uk/bringthenoise/lesson plans/KS1 Hands in the Air Lesson 1.pdf">http://teach.files.bbci.co.uk/bringthenoise/lesson plans/KS1 Hands in the Air Lesson 1.pdf</a>
Reception Autumn 2	Mould, pinch, dig, pile up, scrunch, damp, soggy, smooth,	Grind with variety of tools mix, stir, knead dough	Sensory modelling using natural materials.  Rangoli patterns
	stretch, balance	Stretch elastic bands, balance sticks, pegs, bricks, marbles.	Paper chains decorations
	Loop join link	Printing using footprints/ toys Patterns in sand Link paper join	Diwali music and dance; different kinds of music from across the globe
		Draw representations of people & objects.	Diwali: Learn some traditional Indian dance steps - CBBC Newsround  https://www.bbc.co.uk/teach/school-radio/ks1-dance-lets-move-diwali-rama-
	Examples: Fast slow high low loud quiet	Watch and talk about dance and performance art, expressing their feelings and responses.	and-sita/zmky2sg  https://www.bbc.co.uk/teach/bring-the-noise/andys-raps-woodland/zk68382
	beat	Explore and engage in music making and dance, performing solo or in groups.	https://www.bbc.co.uk/teach/bring- the-noise/andys-raps-polar- party/zn9fmfr/  Christmas Nativity performance and songs
			Song repertoire; create class disco playlists.



			,
Spring 1	Pattern, wave, straight, curve, zig zag  Examples: Bend join build stack layer	Paint water patterns.  Use flexible and solid materials to build bridges.  Make a zig zag fold	Monet's Bridge over a Pond of Water Lilies & Water Lilies Series  Walls construction patterns.  Make use of props and materials.  Festivals of New Year Dragon dances
	Fingerprint colour Repeating pattern Repeating fan fold Chinese New Year Long short Slow fast Buddhism Zen	Role play characters in narratives and stories including a troll.  Listen attentively, move to and talk about music, expressing their feelings and responses  Match the pitch and following the melody.	Meditation response  https://www.bbc.co.uk/teach/school-radio/eyfs-listening-skills-weather/zvrcf4j  http://teach.files.bbci.co.uk/bringthenoise/lesson plans/EYFS when the cold wind blows_lesson 1.pdf  https://www.bbc.co.uk/teach/school-radio/primary-school-songsand-seasons/zhhcgwx  Rowing songs.
Spring 2	Shape, pattern, straight, curve, circle, wave, shade, dab, balance fringe, curl  Sail Balance Shape  Practice Perform	Observational draw of fruits & vegetables, including insides. Use different drawing tools.  Printing with vegetables  Watch and talk about dance and performance art, expressing their feelings and responses.  Sing in a group or on their own, increasingly	The dot. Creating pattern.  3D flowers  Monet boats  Sing The Enormous Turnip song https://www.youtube.com/watch?v=l5 Wob-H-5uY  Visitors/ older school children to perform song and dance.  http://teach.files.bbci.co.uk/bringthenoise/lesson plans/SEND Sonic Explorers Bedroom activities.pdf  https://www.bbc.co.uk/teach/school-radio/music-ks1-sun-sea-song-index/zr4x2sg
Summer 1	Colour shape pattern  Examples; Symmetry	matching the pitch and following the melody.  Symmetry painting Largecale 2D group cut out art.	https://.bbc.co.uk/teach/school-radio/listen-and-play-pirates/zrcgscw  Matisse' Cut out Art. The Snail  Matisse' Large-scale cut-outs



	Speed fast slow Volume loud quiet	Sing in a group or on their own, increasingly matching the pitch and following the melody.  Explore and engage in music making and dance, performing solo or in groups.  Watch and talk about performance expressing their feelings and responses.	https://www.bbc.co.uk/teach/school-radio/listen-and-playminibeasts/zhh6jhv  https://www.bbc.co.uk/teach/school-radio/listen-and-play-in-my-little-garden/z72q92p  https://www.bbc.co.uk/teach/bring-the-noise/eyfs-music-sonic-explorers-garden-jungle/zhvmkmn  http://teach.files.bbci.co.uk/bringthenoise/lesson plans/SEND Thunder%20 Jam%20 Rainforest activities.pdf  https://www.bbc.co.uk/teach/bring-the-noise/andys-raps-rainforest/zhghjhv
Summer 2	Examples: Shape cone, cylinder, cube, cuboid, turret, tower Design, review, adapt  Practice Perform Relax Rest  Loud soft high low	Building large box/crate structures sharing ideas, resources & skills.  Sing in a group or on their own, increasingly matching the pitch and following the melody.  Explore and engage in music making and dance, performing solo or in groups.  Watch and talk about performance expressing their feelings and responses.	Notice features in castles.  Music making & dance performance  Complex Performance  Jack and the Beanstalk extended songs & performance.  https://www.bbc.co.uk/teach/school-radio/music-jack-and-the-beanstalk-index/z7jq8xs  https://www.bbc.co.uk/teach/bring-the-noise/andys-raps-under-the-sea/z4hwgwx/  https://www.bbc.co.uk/teach/school-radio/listen-and-play-under-the-sea/zm6xwty  https://www.bbc.co.uk/teach/bring-the-noise/eyfs-music-sonic-explorers-under-the-sea/zvrpqp3  Guided Meditation for Children   BEACH RELAXATION   Kids Sleep Meditation - Bing video  I do like to be beside the Seaside  Invent, adapt and recount narratives and stories