



	Autumn I	Autumn 2	Spring I	Spring 2	Summer I	Summer 2
	My World Your World	Night and day	Over the Rainbow	Superheroes	Down at the Bottom of your Garden	A Ticket to Ride
Curricular Goals	Make a strong relationship with their Key Worker. Become increasingly independent in meeting their own needs. Play alongside other children in the Nursery environment.		Recognise numbers I-5 in and out of order. Safely use tools like scissors, tape, playdough cutters. Speak in sentences using 4-6 words.		To hold a pencil using the tripod grip. To be able to create and manoeuvre around an obstacle course. Perform their favourite nursery rhyme to the class.	
Essential Learning Experiences	Talk about their family using a photograph. Play out in different weather conditions and explore the effects.	Taste foods from a variety of cultures. Take part in a nativity.	Follow a recipe to make their own playdough. Mix colours using their hands.	Visits from different professionals. Be a Superhero for the day.	Grow your own plant. Life cycle of a butterfly/living eggs.	.A trip to the park. Make a musical instrument.
Communication and Language	Begin to pay attention to more than one thing at a time. Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door".		Be able to talk about familiar books and be able to tell a long story. Understand `why' questions. Use talk to organise themselves and their play.		En joy listening to longer stories and recall the main events. Be able to express their point of view using words/actions.	
	Use a wide range of vocabuld Develop their ability to comm	ary. unicate using the correct tense	Listen carefully to rhymes and songs and sing them. Use longer sentences when communicating us. Be able to start a conversation and continue it for many turns			when communicating
Personal, Social and Emotional Development	cial and Become more outgoing with unfamiliar people, in the safe context of their setting.		Develop their sense of responsibility and membership of community. Show more confidence in new social situations. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'.		Play with one or more other children, extending and elaborating play ideas. Develop appropriate ways of being assertive Talk with others to solve conflicts and talk about how others are feeling	
	1 u.e.	These statements have	been split for extra focus, but	all will apply on an ongoing .		





Show domin Start Use la to way paint of (scoote and bo	ey put on their coats. preference for a nant hand. to eat independently. arge muscle movements we flags, streamers, and make marks. nue to develop their nent, balancing, riding ers, trikes and bikes) pall skills.	in meeting their own care needs. Match their developing physical skills to tasks and activities. Use one handed tools and equipment.	with good control when holding pens and pencils. Collaborate with others to manage and move large items. Go upstairs and equipment using alternate feet.	independent as they get dressed and undressed, putting coats on and doing up zips Chose the right resources to carry out their own plan. Hop, skip, stand and hold a pose for a game. Make healthy choices about food, drink, activity, and exercise.	when eating. Start taking part in group activities which they make up for themselves.	use and remember sequences and patterns of movements which are related to music and rhythm.
	ball skills.					
conver learnir Be abl differ	ge in extended rsation about stories, ing new vocabulary. le to name the rent parts of a book.	Phonic knowledge – count or clap syllables. Understand print has meaning.	<i>Fren will take part in focussed</i> Understand print can have different purposes. Know we read English texts from left to right and from top to bottom	Phonic knowledge – spot and suggest rhymes Page sequencing	Write some or all their name. Phonic knowledge - recognise words with the same initial sound	Write some letters accurately. Use some of their print and letter knowledge in their early writing.
Phonics Phase	21	Phase I	Phase I	Phase I	Phase 1/2	Phase 1/2





Mathematics	Recite numbers to 5. Compare quantities using language more than, fewer than. Select shapes appropriately. Talk about and identify patterns around them.	Fast recognition of up to 3 objects (subitising. Show finger numbers to 5. Talk about and use informal language for 2D shapes.	Know the last number reached when counting a small set of objects tells you how many there are in total. Understand positional language through words alone. Combine shapes to make new ones.	Say one number for each item in order 1,2,3,4,5 Experiment with their own symbols and marks as well as numerals. Extend and create ABAB patterns.	Link numerals and amounts. Talk about and use informal language for 3D shapes. Make comparisons between objects relating to size, length, weight and capacity. Notice and correct a repeating pattern.	Solve real world mathematical problems with numbers to 5. Describe a familiar route using words like 'in front of' and 'behind'. Begin to describe a sequence of events using words such as first, then, next.
Understanding the World	Begin to make sense of their own life history. Use all their senses in hands- on exploration of natural materials.	Talk about what they see, using a wide vocabulary Talk about the differences between materials and changes they notice.	Explore collections of material with similar and/or different properties.	Show interest in different occupations. Explore and talk about different forces they can feel.	Plant seeds and care for growing plants. Understand the key features of the life of a plant and an animal Respect and care for the natural environment and all living things	Know that there are different countries in the world and talk about differences Continue to develop positive attitudes about the differences between people
Expressive Arts and Design	Take part in simple pretend play, using an object to represent something else. Explore different materials freely, in order to develop their ideas about how to use them.	Listen with increased attention. Draw with increasing complexity and detail such as representing a face with a circle.	Remember and sing entire songs. Begin to develop complex stories using small world equipment. Explore colour and colour mixing.	Sing the pitch of a tone sung by another person. Sing the melodic shape of familiar songs. Use drawing to represent ideas like movement or loud noises.	Create their own song or improvise on one they know. Respond to what they have heard expressing their thoughts and feelings.	Play instruments with increasing control to express their feelings and ideas.





in their drawings and	Join different materials and explore different textures.	Make imaginative and complex small world with blocks and construction kits.	
Create closed shapes with continuous lines and begin to use these shapes to represent objects.			