#### **Early Years Foundation Stage**

#### **Early Years Foundation Stage aims:**

The Early Years Foundation Stage (EYFS) sets the standards that all early years' providers must meet to ensure that children learn and develop well and are kept healthy and safe. It promotes teaching and learning to ensure children's 'school readiness' and gives children the broad range of knowledge and skills that provide the right foundation for good future progress through school and life.

#### The EYFS seeks to provide:

- quality and consistency in all early years settings, so that every child makes good progress and no child gets left behind
- a secure foundation through planning for the learning and development of each individual child, assessing and reviewing what they have learnt regularly
- partnership working between practitioners and with parents and/or carers
- equality of opportunity and anti-discriminatory practice, ensuring every child in included and supported

Area of Learning	Communication and Language								
	Autumn 1	Autumn2	Spring 1	Spring 2	Summer 1	Summer 2	ELG		
Listening, Attention and Understanding	To understand how to listen carefully  To understand why listening is important  To be able to follow simple directions	To engage in story times, poetry, joining in with repeated phrases and actions  To begin to understand how and why questions  To respond to instructions with more than one step	To ask questions to find out more  To begin to understand humour  To understand a range of complex sentence structures  To engage in non-fiction books	To retell a story  To follow a story without pictures or props  Listen to and talk about stories/NFT to build familiarity and understanding.	To understand questions such as who, what, where, when, why and how	To have conversations with adults and peers with back and forth exchanges	Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.  Make comments about what they have heard and ask questions to clarify their understanding.  Hold conversations when engaged in back-and-forth exchanges with their teacher and peers.		

Speaking	To talk in front of a small group  To talk to class teacher and TAs  To learn some new vocabulary	To answer questions in front of a whole class.  To use some new vocabulary throughout the day  To answer question in full sentences  Learn rhymes, poems and songs	To develop the confidence to talk to other adults they see on a daily basis  To talk in sentences using conjunctions e.g. and, because  Learn rhymes, poems and songs	To share their work to the class-standing up at the front  To use new vocabulary in different contexts  Learn rhymes, poems and songs	To link statements and stick to a main theme  To use talk to organise, sequence and clarify thinking, ideas, feelings and events  Learn rhymes, poems and songs	To talk to different adults around the school  To talk about why things happen To talk in sentences using a range of tenses  Learn rhymes, poems and songs	Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.  Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, nonfiction, rhymes and poems when appropriate.  Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling
Provision / Activities	lessons, speech and quality texts, listeni	language intervention	ns, social groups, nues, NFT, poetry, rhyn	rture groups, talk p	partner sessions, ta	lk partner work, dail	and support from their teacher.  ions, circle times, PSHE y story time using high pen ended and engaging
Area of Learning			Personal, Socia	ll and Emotion	al Developme	ent	
	Autumn 1	Autumn2	Spring 1	Spring 2	Summer 1	Summer 2	ELG
Self- Regulation	To begin to recognise different emotions and understand how	To begin to talk about how they are feeling	To focus during longer whole class lessons	To recognise different emotions and understand how	To control their emotions using a range of techniques	To maintain focus during extended whole class teaching	Show an understanding of their own feelings and those of others, and begin to regulate their behaviour accordingly.

	people show emotions  To focus during short whole class activities  To follow instructions involving one step or more	To begin to consider the feelings of others  To adapt behaviour in a range of situations	To follow instructions involving two steps or more  To talk about themselves in positive terms  To identify likes and dislikes	people show emotions  To consider the feelings and needs of others	To maintain focus during extended whole class teaching	To follow instructions of three steps or more  To identify and moderate their own feelings socially and emotionally	Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate.  Give focussed attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.
Managing Self	To begin to learn the academy rules e.g. behaviour, conduct and etiquette and carpet rules  To wash hands independently  To put coat on independently  To explore different areas within the learning environment  To use the toilet independently	To follow the academy rules with adult support and understand the need to have them  To learn the academy/Kite values  To have confidence to try new activities  To practise doing up a zipper on a coat	To follow the academy rules  To begin to show resilience and perseverance in the face of challenge  To practise doing buttons  To seek out challenges	Know that we are humans  Know how to name some parts of the human body, including: head, neck, arms, elbows, legs, knees, face, ears, eyes, hair, mouth, teeth  Know that humans need certain things to survive, including: water, food (for energy), air (to breathe), shelter (for protection	To identify ways of staying safe and healthy  Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health  Begin to know that humans need a healthy diet (what they eat and drink) to grow	To understand the importance of healthy food choices  To show resilience and perseverance in the face of challenge  To show a 'can do' attitude  To manage own dressing/changing with zippers, buttons and buckles with minimal support	Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.  Explain the reasons for rules, know right from wrong and try to behave accordingly.  Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices.

				from weather, such as rain and cold temperature)	To manage own basic needs independently		
Building Relationships  Provision / Activities	To seek support of adults when needed  To gain confidence to speak to peers and class/year group staff  PSED is developed t PSHE lessons, social reviews, Tapestry ne	groups, nurture grou	ips, talk partner sess	ions, talk partner w	ork, daily story tim	e using high quality	texts, learning journey
Area of Learning			Phy	sical Developi	ment		
	Autumn 1	Autumn2	Spring 1	Spring 2	Summer 1	Summer 2	ELG
Gross motor Skills	Know that a <b>free space</b> is somewhere that is clear of people and objects	Begin to know that balance refers to spreading your weight evenly so	Know that throwing is moving an object with force through the	Know that <b>kicking</b> is hitting an object with your foot	To jump and land safely from a height	Sports day activities  To develop accuracy when	Negotiate space and obstacles safely, with consideration for themselves and others.

Know that if they are	that you remain	air by hand and	Begin to know	To explore	throwing and	Demonstrate strength,
approaching a space	steady and upright	arm	that the basic	traveling around,	practise keeping	balance and coordination
that someone else is			steps of kicking a	over and through	score	when playing.
using, they can	Begin to know that	Begin to know that	ball are: placing	apparatus		Move energetically, such as
either stop or	different parts of	the basic skills of	non-kicking foot		To follow	running, jumping, dancing,
change direction to	the body can be	throwing are:	next to ball,	To create short	instructions and	hopping, skipping and
stay safe	used to balance	facing the direction	pointing foot in	sequences linking	move safely when	climbing
		of throw, swinging	direction of	actions together	playing tagging	
Know how to move	Begin to know that	arm(s) forwards to	target, bringing	and including	team games- sports	
safely into a space,	some ways to keep	front of body and	the kicking leg	apparatus To	day practice	
avoiding others	balance include:	releasing the ball	back, bending	create short		
	holding arms out		non-kicking leg	sequences using	To play by the rules	
Know that <b>travelling</b>	and keeping eyes	Know that we can	slightly, bringing	shapes, balances	and develop	
is a way of moving	on a still object	throw with two	kicking leg	and travelling	coordination	
from one place to		hands or one hand	forward to make	actions		
another	Begin to know that		contact with the		To learn to play	
	we can balance on,	Know how to begin	ball	To balance and	against an	
Begin to know how	under and against	to throw a ball with		safely use	opponent	
to experiment with	objects and	two hands	Know how to	apparatus		
different ways to	apparatus		practise kicking a		To work	
travel from one		Know how to	stationary ball	Begin to know	cooperatively as a	
space to another	Begin to know that	practise throwing a	towards a target	that <b>skipping</b> is	team	
	jumping is the	ball or beanbag		travelling on foot		
Know that walking is	form of movement	with one hand-	To use counting	moving from one		
travelling on foot at	that involves both	underarm throw	to help to stay in	foot to the other		
a steady (slow) pace	feet leaving the		time with the	with a hop or a		
	floor before	Know that catching	music when	bounce		
Know that <b>running</b> is	landing again	is using your hands	copying and			
travelling on foot at		to stop and hold an	creating actions			
pace- more quickly	Know how to begin	object				
than when walking	<i>practising</i> different		To move safely			
	jumps, e.g. frog	Know that the best	with confidence			
		way to catch an	and imagination,			

	Begin to know that	jumps, bunny hops,	object is with two	communicating			
	we can travel over,	high jumps	hands	ideas through			
	under, through and	8 )		movement			
	around objects and	Know that a	Begin to know that				
	apparatus	hopping is a short	a <b>nest shape</b> is	To explore			
	''	quick jump on one	where both hands	movement using			
	Begin to know that	foot or from one	are cupped	a prop with			
	direction is the	foot to the other	together with	control and			
	course along which		fingertips facing	coordination			
	someone or	To line up and	away from the				
	something moves	queue with	body with no gaps				
		minimal support	between them				
	Begin to know that						
	we can change		Begin to know how				
	direction by turning		to practise catching				
	our heads and		a beanbag/ball				
	bodies		using a nest shape,				
			e.g. throwing and				
			catching in pairs				
	To work						
	cooperatively with a						
	partner						
	To line up and queue						
	with support						
Fine Motor	To use a dominant	To begin to use	To use a tripod grip	To hold scissors	To hold scissors	To hold scissors	Hold a pencil effectively in
Skills	hand	anticlockwise	when using mark	correctly and cut	correctly and cut	correctly and cut	preparations for fluent
JAIIIS		movement and	making tools	out large shapes	out small shapes	various materials	writing- using the tripod grip in almost all cases.
	To mark make using	retrace vertical					dde dii dadedi
	different shapes	lines	To hold scissors	To write letters	To write letters	To create drawings	Use a range of small tools
		To hold scissors	correctly and cut	using the correct	with some idea of	with details	including scissors,
	To begin to use a	correctly and cut	along a curved line	letter formation	ascenders and		paintbrushes and cutlery.
	tripod grip when				descenders		

	using mark making	along a straight	To thread small	and control the		To independently	Begin to show accuracy and
	tools	and zigzagged lines	beads and use	size of letters	To paint using	use a knife, fork	care when drawing.
			small pegs		thinner	and spoon to eat a	
	To use tweezer to	To use a tripod grip			paintbrushes	range of meals	
	transfer objects	when using mark	To write taught				
		making tools	letters using				
	To thread large		correct formation				
	beads	To accurately draw					
		lines, circles and					
	To use large pegs	shapes to draw					
		pictures					
	To begin to copy						
	letters	To write own name					
		and copy some					
	Begin to know how	taught letters					
	to hold scissors						
	correctly/safely and	To begin to hold a					
	cut with control	knife correctly and					
		use to cut food					
	To hold a fork and	with support					
	spoon correctly						
rovision /	PD is developed throu	ighout the year throug	n high quality interact	ions, modelling, P.E	lessons, motor skill g	groups, daily motor/writ	ing sessions, open ende
Activities	and engaging learning	g environments, resour	ces and role-play area	s, yoga sessions, culi	inary sessions, daily	hand strengthening vide	eos and playdough disco

**Continuous Provision:** 

Cooperation games e.g. parachute games. Use of outdoor equipment, adventure playground, obstacle course. Provide a range of wheeled resources for children to balance, sit or ride on, or pull and push. Two-wheeled balance bikes, skateboards, body boards and trikes.

Revise and refine the fundamental movement skills they have already acquired – rolling, crawling, walking, jumping, running, hopping, skipping and climbing. Threading, cutting, weaving, playdough, fine motor activities e.g. Tap-Tap, hammer beads, peg boards, geoboards etc. Draw lines and circles using gross motor movements. Large scale mark-making using a wide range of writing tools e.g. chalks, paints, wet brushes etc. Large and small scale construction. Puzzles. Creative and writing areas fully stocked with a variety of resources and equipment. DT projects e.g. moveable mechanisms, malleable materials - clay models, salt dough decorations, baking cakes/bread/gingerbread men. Making soups/fruit salads/Easter nests.

Area of Learning				Literacy			
	Autumn 1	Autumn2	Spring 1	Spring 2	Summer 1	Summer 2	ELG
Comprehension	To begin to use pictures to tell stories  To sequence familiar stories with support  To independently look at book, holding them the correct way and turning pages  To engage in story times, joining in with repeated phrases and actions	To begin to answer questions about the stories read to them  To enjoy and increasing range of books including fiction, non-fiction, poems and rhymes	To act out stories  To begin to predict what may happen in the story  To suggest how a story might end	To retell a story  To follow a story without pictures or props  To talk about the characters in the books they are reading	To begin to answer questions about what they have read  To use vocabulary that is influenced by their experiences of books	To answer questions about what they have read  To know that information can be retrieved from books	Demonstrate understanding of what has been read to them by retelling stories, and narratives using their own words and recently introduced vocabulary.  Anticipate (where appropriate) key events in stories.  Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role play.
Word Reading	s, a, t, p, i, n, m, d, g, o, c, k, ck, e, u, r, ss, h, b, ff, II Plus: words with /s/ at the end	j, v, w, x, y, zz, qu, ch, sh, th (voice and unvoiced), ng, nk, ai, ee, igh, oa, es (where there is no change to the root word)	oo (book), ar, ur, oo (food), or, ow, oi, ear, air, ure, er, ow  Words containing adjacent consonants can be	(Review of Phase 3 and 4 – Spring 1)  Plus: review words with double consonants	Short and long vowels with adjacent consonants, building on previous exposure	ay, ou, ie, ,ea, -le oy, ir, ue, aw, wh, ph, ew, oe, au, ey, a-e, e-e, l-e, o-e, u- e, c (s)	Say a sound for each letter in the alphabet and at least 10 digraphs.  Read words consistent with their phonic knowledge by sound-blending.  Read aloud simple sentences and books that are consistent

	HRSW: I, no, the, put of, is, to, go, into, pull, as, his	Plus: words /z/ at the end (dogs, beds, bees, zigzags) Words ending in s and -es  HRSW: he she, buses, we, me, be, push, was, her, my, you	used as part of this teaching sequence (e.g. green, bright, paint, bloat, clown)  HRSW: they, all, are, ball, tall, when, what	HRSW: said, so, have, were, out, like, some, come, there, little, one, do, children, love	CVCC, CCVC, CCVCC, CCCVC, CCCVCC  Word endings in suffixes - ing -ed /ed/ - ed /t/ -ed /d/	HRSW: oh, their, people, Mr, Mrs, your, ask, should, would, could, asked, house, mouse, want, very	with their phonic knowledge, including some common exception words.
					-er -est Compound words		
Writing	To copy their name	To write their name	To form taught letters correctly	To form taught lowercase letters correctly and	To form taught lowercase and capital letters	To begin to write longer words and compound words	Write recognisable letters, most of which are correctly formed.
	To give meanings to the marks they make	To use the correct letter formation of taught letters	To begin to write simple sentences using fingers spaces	begin to form taught capital letters	To begin to write longer words	which are spelt phonetically  To write sentences	Spell words by identifying sounds in them and representing the sounds with a letter or letters.
	To copy taught letters  To identify initial	To write words and labels using taught sounds	To understand that sentences start with a	To write sentences using finger spaces and stop marks	which are spelt phonetically  To use capital	using a capital letter, finger spaces and stop marks	Write simple phrases and sentences that can be read by others.
	sounds with support  To begin to write	To begin to write captions using	capital letter and end with a stop mark	To spell some taught high	letters at the start of a sentence	To read their work back and check it makes	
	CVC words using taught sounds	taught sounds	To spell words using taught sounds	frequency words correctly  To begin to read	To use finger spaces and stop marks when writing a	sense	
			To spell some	their work back	sentence		

			taught high frequency words correctly		To read their work back		
Provision / Activities	Literacy is developed to sessions, open ended writing:  Name writing cards, la posters, story maps, in activities during free fleading:  Daily story time, use of library, trip to local librauthor/story teller visit	belling models, lists, lanstructions, recipes, life low, star writer display f big books, 1:1 reading rary, teacher to model	environments, resource abel characters / image e cycles, character des	ces and role-play are es, rhyming strings, w criptions, diary entried	as, daily hand streng vriting for a purpose i es, recounts, poems, s, story of the week, o	thening videos.  in role play areas / leastories, teacher to mo	odel writing areas and regular visit to school
Area of		Mathema	atics -To be upd	ated in line w	ith Kite use of	White Rose	
Learning			•				
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	ELG
Number	Early mathematical experiences	Numbers within 6	Numbers within 10	Grouping and	Securing addition	Recap number	Have a deep understanding
	Classifying objects based on one attribute  Matching equal and unequal sets  Comparing objects and sets	Count up to six objects.  One more or one fewer  Order numbers 1 – 6  Conservation of numbers within six	Count up to ten objects  Represent, order and explore numbers to ten  One more or fewer, one greater or less	sharing (recap)  Number patterns within 15 Count up to 15 objects and recognise different Representations  Order and	and subtraction facts Commutativity  Explore addition and subtraction  Compare two amounts	within 10/20  Exploration of patterns within number  Explore numbers and strategies  Recognise and extend patterns	of number to 10, including the composition of each number.  Subitise (recognise quantities without counting) up to 5.  Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.

	number	Explore zero	counting on and	One more or	Count up to 10	knowledge	
	Recognise, describe,		subtraction as	fewer	and beyond with		
	copy and extend	Explore addition	taking away		<mark>objects</mark>	Count forwards	
	colour	and subtraction		Doubling and		and backwards	
	and size patterns		Grouping and	halving	Represent,		
		Measures	sharing	Relationship	compare and	Money	
	Count and represent	Estimate, order	Counting and	Between	explore numbers	Coin recognition	
	the	compare, discuss	sharing in equal	doubling and	<mark>to 20</mark>	and values	
	numbers 1 to 3	and explore	groups	Halving			
		capacity, weight			<mark>One more or</mark>	Combinations to	
	Estimate and check	and lengths	Grouping into fives	Shape and	<mark>fewer</mark>	total 20p	
	by counting		and tens	pattern			
		Shape and sorting		Describe and sort	Number patterns	Change from 10p	
		Describe, and sort	Relationship	2-D and 3-D	beyond 20		
		3- D shapes	between grouping	shapes	One more one	Measures	
			and sharing		less	Describe capacities	
		Describe position		Recognise,	Estimate and		
		accurately	Calendar and time	complete and	count	Compare volumes	
			Days of the week,	create patterns	Grouping and	C	
			seasons		<mark>sharing</mark>	Compare weights	
			Sequence daily			Estimate, compare	
			events			and order lengths	
Numerical	To say which group	To compare	To count to 15	To count to 20	To count to 25	To count to 30	Verbally count beyond 20,
Numerical	has more	quantities to 6	To count to 15	To count to 20	To count to 25	and beginning to	recognising the pattern of the
Patterns	nas more	quantities to 0	To count objects	To compare	To add numbers	count higher	counting system.
	To say which group	To compare	to 10	quantities to 15	To add Hambers	(100).	Compare quantities up to 10
	has less	equal and	10 10	4	To subtract	(200).	in different contexts,
		unequal groups	To compare	To explore odd	Numbers	To know that 1,	recognising when one
	To compare	0 - 1   -	quantities to 10	and even umbers		3, 5, 7 and 9 are	quantity is greater than, less
	quantities to 3	To count to 10	,		To find the	Odd	than or the same as the other quantity.
			To begin to	To order numbers	missing number		quantity.
	To count to 5		understand the	to 15		To know that 2,	

	different between odd and even numbers up to 10  To combine two groups of objects	To count back from 15  To combine two groups of objects  To take away objects and count how many are left  To find the missing number	To order numbers to 20  To order numbers e.g. 13, 15, 19  To find the missing number in an addition and subtraction sentence problems	4, 6, 8, 10 are Even  To double numbers up to 10  To find half of numbers up to 10  To share quantities equally	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
Maths is developed throughout the year through our N	Asthomatical Mastan approx	J	tions daily maths socion	To combine groups of 2s, 5s and 10s	

# Provision / Activities

Maths is developed throughout the year through our Mathematical Mastery approach, high quality interactions, daily maths sessions, engaging learning environments, resources and role-play areas.

During lessons and within the learning environment – show small quantities in familiar patterns (for example, dice) and random arrangements. Play games which involve quickly revealing and hiding numbers of objects. Put objects into five frames and then ten frames, part whole model etc. Encourage children to use their fingers for support. Display numerals in order alongside dot quantities or tens frame arrangements. Play board games and card games such as snap or matching pairs with cards. Discuss the different ways children might record quantities (for example, scores in games), such as tallies, dots and using numeral cards. Count verbally beyond 20, pausing at each multiple of 10 to draw out the structure, for instance when playing hide and seek, or to time children getting ready. Provide images such as number tracks, calendars and hundred squares indoors and out, including painted on the ground. Provide collections to compare, starting with a very different number of things. Include more small things and fewer large things, spread them out and bunch them up, to draw attention to the number not the size of things. or the space they take up. Include groups where the number of items is the same. Use vocabulary: 'more than', 'less than', 'fewer', 'the same as', 'equal to'. Distribute items evenly. Make deliberate mistakes to provoke discussion. Make predictions about what the outcome will be in stories, rhymes and songs if one is added, or if one is taken away. Provide a range of visual models of numbers: for example, six as double three on dice, or the fingers on one hand and one more. Model conceptual subitising: "Well, there are three here and three here, so there must be six." Emphasise the parts within the whole: "There were 8 eggs in the incubator. Two have hatched and 6 have not yet hatched." Plan games which involve partitioning and recombining sets. Make visual and practical displays in the classroom showing the different ways of making numbers to 5. Help children to learn number bonds through lots of hands-on experiences. Play hiding games with a number of objects in a box, under a cloth etc. "6 went in the tent and 3 came out. I wonder how many are still in there?" Spot and use opportunities for children to apply number bonds: "There are 5 of us but only 2 clipboards. How many more do we need?" Provide high-quality pattern and building sets, including pattern blocks, tangrams, building blocks and magnetic construction tiles, as well as found materials. Challenge children to copy increasingly complex 2D pictures and patterns with these 3D resources. Teach children to solve a range of jigsaws of increasing challenge. Investigate how shapes can be combined to make new shapes. Make patterns with varying rules (including AB, ABB and ABBC) and objects and invite children to continue the pattern. Compare length, weight and capacity. Model comparative language using 'than' and encourage children to use this vocabulary. For example: "This is heavier than that." Ask children to make and test predictions. "What if we pour the jugful into the teapot? Which holds more?"

Area of Learning	Understanding the world								
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	ELG		
Past and Present	To know about their own life-story.  Know how to identify how old they are and begin to know how to identify when they were born  Know that people around them were born at different times and are older or younger than they are	Know that now refers to the current day  Begin to know that the past refers to events that happened before a set time (or the current day)  To know about figures and people from the past (Guy Fawkes, Neil Armstrong, cave men and women)	To talk about the lives of the people around us.  To know that the emergency services exist and what they do.  To begin to know about the past through settings, characters and events encountered in books read in class and storytelling	To begin to know some similarities and differences between things in the past and now, drawing on experiences and what has been read in class (farming/wild animals)	To know about the past through settings, characters and events encountered in books read in class and story telling (Floella Benjamin – Coming to England)	To know some similarities and differences between things in the past and now, drawing on experiences and what has been read in class (seaside/piracy)  Begin to know that history refers to the knowledge and study of people and events in the past	Talk about the lives of the people around them and their roles in society.  Know some similarities and differences between things in the past and now, drawing on their experience and what has been read in class.  Understand the past through settings, characters and events encountered in books read in class and storytelling.		
People, culture and communities	To know about family structures and talk about who is part of their family  Know that a <b>family</b> is a group of people (adults and children)	Begin to know that all families may be different  Know that a celebration is a time when people come together to remember something	To know what a belief is  To know about people who help us within the local community.  Begin to know that a map is a	Begin to know that a <b>church</b> is a Christian place of worship  Begin to know that the Bible is a Christian book which uses stories and	To begin to understand what the Bible tells people about God  Begin to know how to identify the UK on a map/globe	To discuss what is right and what is wrong (philosophy)  To know that simple symbols are used to identify features on a map	Describe their immediate environment using knowledge from observation, discussion, stories, nonfiction, texts and maps.  Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences		

who are rel	ated to (birthday/	representation of	pictures to help	Begin to know	To identify some	and what has been read in
each other	Christmas)	an area of land or	Christians	that there are	similarities and	class.
		sea showing	understand what	differences and	difference between	Explain some similarities and
	Begin to know that	physical features,	God is like	similarities	where we live and	differences between life in
To identify	an important	cities, roads, etc.		between where	some other	this country and life in other
similarities	and celebration for		Begin to know	we live and other	countries	countries drawing on
differences	between Hindus and some	Begin to know that	that Christians	countries		knowledge from stories, non- fiction texts and (where
themselves	and other religions is	an <b>ocean</b> is a large	believe that Jesus		Begin to know that	appropriate) maps.
peers.	Diwali, which is a	expanse of	died on a cross on		religion refers to	appropriate/mapsr
	five-day festival of	water/sea.	Good Friday	Begin to know	what people	
To know the	e name of light			that there are	believe about their	
the school t	they	Begin to know that	Begin to know	many different	relationship to a	
attend.	Begin to know that	land is part of the	that Easter	religions in the	god(s)	
	Diwali is celebrated	Earth's surface not	Sunday is	world		
To know the	e name of in different ways	covered by water	remembered by			
the town th	ney live in. including a large		Christians as the			
	meal, lighting	To draw	day that Jesus			
Know that t	they live candles,	information from a	rose from the			
in England.	<u>.</u>	simple map.	dead			
know: the c	capital of <b>fireworks</b>					
England is L	·					
the English	C.		Begin to know			
England is in			that a <b>globe</b> is			
	and how it is		spherical			
Begin to kno	_		representation of			
to describe			the world			
features of						
immediate	that Jesus is the		Begin to know			
environmer			that there are			
roads, hous			many countries			
schools, par	•		around the world			
churches, e						
	special day that					

		celebrates the birth of Jesus  To begin to know that people around the world have different religions  To begin to know that there are many countries around the world					
The Natural World	Know how to begin to talk about and compare the weather that they experience, using terms such as cloudy, sunny, warm, hot, cold, rainy, stormy  Begin to know that autumn is when the weather begins to get cooler and leaves	Begin to know that there are four seasons in the UK: spring, summer, autumn, winter  To know that some animals are nocturnal  Know that we live on a planet called Earth. Know that planet Earth is	Begin to know that in winter it can snow and is the coldest time of the year  To know some important processes and changes in the natural world including states of matter (freezing/melting-winter)	Begin to know that <b>spring</b> is when the weather begins to get warmer and blossoms appears on some plants  Begin to know that plants can grow in many types of places, including on land or in water	To observe the growth of seeds and talk about changes  Know that plants need water, light and a suitable temperature to grow  Know how to begin to compare the basic needs of	Begin to know that summer is the warmest time of the year  To know that some things in the world are man-made and some things are natural  To know some important processes and	Explore the natural world around them, making observations and drawing pictures of animals and plants.  Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.  Understand some important processes and changes in the natural world around them

start to fall off of	often referred to as	To know about	Begin to know	a plant to a	changes in the	including the season and
some trees	'the world'.	farm animals, their	that some plants	human	natural world	changing states of matter.
		young and what	produce fruit and		including states of	
	Begin to know that	they produce	some produce	To learn about	matter (floating,	
Begin to know that a	Earth is one of		flowers	lifecycles of	sinking)	
season is a time of	eight planets in	To know the		plants and		
year and each	space which travel	different between	Begin to know	animals (chicken,		
season has its own	around the sun.	herbivores and	that plants	butterfly)		
temperature and		carnivores	usually have: a			
weather patterns	To ask questions		stem, leaves,	To know about		
	about the natural	To begin to know	roots, petals	different habitats		
	environment.	what different	(blossoms)			
To respect and care		foods provide for		To begin to know		
for the environment	Begin to know that	our bodies	Begin to know	what different		
around them.	objects are made		how to draw	foods provide for		
	out of materials	Begin to know how	plants, including	our bodies- food		
		to name and	some of their	groups		
	Begin to know that	describe different	specific parts			
	a <b>material</b> is the	familiar materials:		To understand		
	matter or	paper, card, plastic,	Begin to know	the importance of		
	substance that	glass, wood, metal	that plants	a healthy diet		
	objects are made		usually have: a			
	from	Begin to know that	stem, leaves,			
		natural materials	roots, petals			
	Begin to know that	are made from	(blossoms)			
	different materials	products found in				
	have different	nature such as				
	features or	wood				
	properties to make					
	them suitable for	Begin to know that				
	different uses	man-made				
		materials are not				
		found in nature but				

Provision / Activities	activities, taking children senses, looking at photo every day, hands-on lead occupations), parents from preading. School trip Continuous Provision: Change roleplays area to natural environments, making learning journey making boats, exploring	n to new areas within sch graphs, sharing holiday/h rning (class caterpillars), s om different countries 'sh o to farm/libray. o reflect children's intrest nake collections of natura	nool/outdoor environment malf term news, circle times special visitors from location how and tell', celebrate and as / learning themes, proval materials to investigate parents to take an active aking vegetable soup, te	nt/outdoor classroom, ones, Tapestry observations, Tapestry observations of the communitity e.g. firefine and value cultural, religivide sensory trays, interest and talk about, provide role, plant seeds and bechnology — bee-bots, care	exploring the natural ways having discussions ghters, police, vet, nur ious and community extensions objects introducting magnifying glasses oulbs for children to obamera's, torches, Ipads	with parents, weather a se, denitist, reverences, e ced to extend imagination, encouraging children to serve changes, water gas, binoculars, outdoor lea	nd calendar charts shared librian etc (different xplore Google Earth, simple n, allow children to explore talk about what they see, mes, floating and sinking, irning, planting, growing	
Area of Learning		Expressive arts and design						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	ELG	
Creating with materials	To name common colours: red, yellow, blue, green, orange, white, black, pink, purple, brown  To create simple representations of people and object  Know that we can make marks with	To experiment with mixing colours  To use colours for a particular purpose  Know that painting is the practice of applying paint to a surface, usually with a brush	To experiment with different mark making tools such as art pencils, pastels, chalk  Know that we can create models with a range of resources, such as: construction kits,	To share creations and talk about the process  To explore different techniques for joining materials (Glue Stick, PVA, Masking Tape, Tape, Split Pins)	Begin to know that a secondary colour is made by mixing equal amounts of two primary colours  Begin to know that secondary colours are purple, orange and green	To know some similarities and differences between materials  To know some facts about Paul Klee and recreate some of his pieces during continuous provision e.g. 3d	Safely use and explore a variety of materials tools and techniques, experimenting with colour, design, texture, form and function.  Share their creations, explaining the process they have used.  Make use of props and materials when role playing characters in narratives and stories.	
	pencils, pens, crayons, chalks	To use natural objects to create a	junk modelling	To make props and costumes for	and green	shapes, paints etc.		

	cave painting	rocources paper	different releases	To docian and	To ovuloro uso
Know that we can	cave painting	resources, paper, cardboard	different role play	To design and	To explore, use and refine a
	XXXXXX	Cardboard	scenarios	plan what	
use a range of				they are going to	variety of artistic
movements to		Begin to know that		make (cooking,	effects to
create mark. Begin	To explore	modelling means	Begin to know	construction,	express their
to know that a <b>line</b> is	different	to create a more	that red, yellow	creative activities,	ideas and feeling
a mark we can make	techniques for	specific shape	and blue are	junk modelling)	
to join marks	joining materials		primary colours		To share
together	(Glue Stick,	Know that		To draw more	creations, talk
	masking tape, PVA)	materials can be	Begin to know	detailed pictures	about process
Know that a drawing		hard, meaning not	that <b>primary</b>	of people and	and evaluate
is a picture or	To use some	easily broken	colours are	objects	their work
diagram made with a	cooking techniques		colours which		
pencil, pen or crayon	(making	Know that	cannot be made	To manipulate	To adapt work
(rather than paint)	soup/Christmas DT	materials can be	by mixing other	materials and	where necessary
	projects).	soft, meaning they	colours	joining	, l
Know how to talk	, , ,	are easy to mould		techniques	To use collage to
about the marks we	To design and	or break	Begin to know	,	recreate a piece of
make and what they	create a diva lamp		that <b>primary</b>	To design and	art work (Paul
represent		To explore	colours can be	create a	Klee's Cat and Bird
	To design and	different	used to make	minibeast scene	collage in art book)
To role play using	create a Christmas	techniques for	nearly every	with a moving	
given props and	ornament	joining materials	other colour	mechanism	
costumes		(Glue Stick,			
Costanies	To explore	PVA, cello tape,	To use primary		
To explore different	different marks	string)	colours to		
techniques for	and shade (mark-	301118/	recreate a piece		
joining materials	making grid in art	To use a range of	of art work (Paul		
(Glue Stick)	books)	media to create	Klee's Castle and		
(Glue Stick)	books)	e.g. clay / salt	Sun		
To know how to		dough etc	representation in		
		uougii ett	•		
work safely and			art book)		
hygienically					

	To use non-statutory measures (spoons, cups)  To use different construction materials		To design and create a Chinese New Year craft  To draw a self portrait in art books				
Being imaginative and expressive	To sing and perform nursery rhymes  To experiment with different instruments and their sounds  To talk about whether they like or dislike a piece of music  To create musical patterns using body percussion  To use costumes and resources to act out narratives	To perform a song in the Christmas Play  To join in with whole school singing assemblies (academy specific)  To begin to build up a repertoire of songs  To sing songs  To use costumes and resources to act out narrative	To create musical patterns using untuned instruments  To begin to create costumes and resources for role play  To learn and perform a poem (black bird with Makaton signs?)	To perform songs at the Easter Concert (academy specific)  To associate genres of music with characters and stories To create costumes and resources for role play  To create and perform a poem (Don't Do, Michael Rosen?)	To move in time to music  To learn dance routines  To act out well know stories  To follow a musical pattern to play tuned instruments  To create narratives based around stores  To create and perform a poem (My Castle, Bryan Moses?)	To perform songs, poems, stories, dance  To listen to poems and create their own  To create own compositions using tuned instruments  To invent their own narratives, making costumes and resources  To learn and perform a sea shanty	Invent, adapt and recount narratives and stories with peers and their teacher.  Sing a range of well know nursery rhymes and songs. Perform songs, rhymes, poems and stories with others and (when appropriate) try to move in time with music.

Provision /	Expressive Arts and Design						
Activities	activities, providing plent historical periods, promo Continuous Provision: Provide children with full and construct, provide a resources and open-ende	modelling role play a ty of listening activit oting and encouraginally ly resourced writing range of props, differ ed resources for chill children and play alo	activities, learning abories for children to engang a 'signing voice', using areas, roleplay area, cerent resources for children to make their owongside them, perform	ut artist – Paul Klee, age in, play, share an age a variety of songs reative corner. Have dren to use their iman construction vehiclesongs and plays, male	encouraging childrend diperform a wide rand without wo available a range of agination to design alles/resources out of, ke pumpkin soup, ma	to use their own imaginge of songs from differents, providing musical fabrics and resources and create. Junk model encourage children to ake a Christmas orname	gination when engaging in erent cultures and linstruments for the children to make ling, construction role-play and take on a ment, learn about a famous

#### Computing

	Computing within Nursery and Reception
	During the Nursery and Reception years, children will have the opportunity to explore the key knowledge below as part of both the curriculum and learning provision.
Reception learn	Development Matters, July 2021.
Nursery and	and through guided learning and direct teaching. Practitioners carefully organise enabling environments for high-quality play.' DfE
How children in	'Effective pedagogy is a mix of different approaches. Children learn through play, by adults modelling, by observing each other,
	begin to learn about online safety.
	explore technology within the EYFS curriculum and particularly when playing and exploring or creating and thinking critically and to
	learning and development of children from birth to age five. However, there are many opportunities for young children to use and
EYFS reference	Computing is no longer explicitly mentioned within the Early Years Foundation Stage (EYFS) statutory framework, which focuses on the

Begin to know that **technology** is anything made by people to help us *such as a washing machine, a pair of scissors, a car, a phone, a computer/device, a camera* 

Begin to know that a computer, laptop, IPAD or tablet (a device) is a type of information technology

Begin to know that the main parts of a device include:

- a monitor/screen
- a keyboard
- a mouse/trackpad

#### Begin to know how to engage with familiar devices:

- know that a power button is a button that powers an electronic device on and off
- know how to power on and shut down a device properly
- know that a mouse/trackpad often has two buttons (and sometimes a wheel) and lets you select and move objects
- know how to move a mouse/trackpad around to make choices on the screen
- know that a keyboard is used input letters, numbers and other characters by pressing keys
- know that **typing** is the action or skill of writing using a device

Know that the interactive whiteboard/smartboard is connected to a computer and can help us to learn

Begin to know how to engage with familiar games/ programmes on a range of devices

Begin to know how to use and control a range of computing resources such as an IPAD, an interactive whiteboard, a Bee-Bot, a camera, a voice recorder, a remote control toy (this list is not exhaustive)

#### Online safety

Know that there are specific rules that we must follow to keep ourselves safe when using any form of computer or device:

- only use devices if we have asked a grown up for permission
- only open programs/apps that you have been asked to
- let a grown up know if you see something on the computer which is not nice to look at, scares you or makes you feel worried
- look after our devices

Key-

Text in red is directly linked to the NC subject progression map

Blue- suggestions

Green- ELGs