

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Pos	sible themes/	All about me / Autumn	Let's Celebrate	People and Places	Once Upon A Time	Let's Investigate	All About Animals
trips/ activities			/Winter	Visit: from people in the	Fairy Stories	Minibeasts/ Growth	Trip: Gore Hill Nature Reserve
				community	Trip: Library	Trip: Garden Centre	
						Christ Church	
	Personal.	PSHE: SCARF - Me and My	PSHE: SCARF - Valuing	PSHE: SCARF - Keeping Myself safe	PSHE - SCARF - Doing		PSHE: SCARF - Growing and Changing -
	Social and	Relationships	difference	Board Games - taking turns - snakes	My Best	PSHE: SCARF -: Rights and	Transition to year 1
	Emotional	Classroom routines and rules	How to deal with anger e.g.	and ladders/ supermarket game/	Kims game/ memory games	Responsibilities – looking at	Discuss how they could help next year's
	Development	(discuss how it makes adult	when someone has taken a	fishing for numbers - can they invent		facial expressionE:	Reception class.
	Development	feel)	toy.	their own board game with rules.	Stories – our favourite	Routines and Rules - Re-read	
		Starting school - Support	Celebrations - why and	Routines and Rules - Review class rules.	stories, visiting story	class rules together, evaluate	Focus on being independent - finding own
		children in making friends.	how we celebrate, making	Reminder posters. Rules song. New	tellers, enjoying books	how we are doing as a class;	books, collecting own belongings at the
	E . 1. 1. 1.	Introduce Dojo ponts, awards,	people feel special.	year, new beginning. Making promises,	together. Story Den,	choose focus for each half term.	end of the day. Class points, working together to earn 20 class points, enjoying
	Each term	stickers, special tasks, class monitors, birthdays etc.	Birthdays, introduce sch routines.	resolutions. Focus – we always try or best.	invite parents, grandparents, staff,	outline new routines, e.g.	class reward.
	cover:	Message table - write notes to	Diwali - Festival of light,	Positive rewards to encourage good	governors and older pupils	playing on the field, lunchtime	Moving on - reflections of Reception
	Routines and outline safety	family about school.	triumph of good over evil,	work and behaviour: Dojo points,	to share stories with small	picnics, sports day, preparing	Year, look back through special books,
	routines.	Assembly -gradually introduce	light over darkness,	stickers. Award assembly.	groups.	for year 1.	photo albums, write about "My favourite
÷	Managing own	class to school assembly,	celebration of a different	Independence- increase tasks for	Library visit. Books that		day in Reception Class".
nen	personal hygiene:	discuss appropriate behaviour,	culture.	classroom helpers. Discuss what	are special to us, sharing	New Life - investigating and	Visit to Year 1.
udo	routines: toilet,	birthdays, start Award	Bonfire night story,	children can do without help, encourage	books, promoting bedtime	showing appreciation of new	
vel	hand washing,	Assembly - remind children of	explain traditions, make	children to get changed for PE without	stories. Fairy stories.	life, joy and wonder. Baby visit.	All About Animals
de	catching coughs,	possible awards during the	special food, safety	assistance.	Stories about ourselves.	Baby animal visit – chicks.	Pets - bringing pets to school, children
g	sneezes, wiping	week. Start class point chart.	demonstration. Christmas – how we	Decels who halp up who take some of		Celebrate and investigate God's beautiful world -	explain how they care for them.
8	noses.	Caring in school – people who	celebrate at home and in	People who help us – who take care of us. Our local community helpers – police,	Class Assembly - Fairy	creatures, flowers and plants.	Farm animals - finding out how they are cared for and why they are kept.
ing.	Lunch routines,	help us in school, getting to	school, breakfast with	fire brigade, doctors and nurses,	Stories. Helping each	Visit Midstream garden	Zoo animals - conservation message -
arr	table manners, good food to eat.	know each other, circle time,	Father Christmas, Infant	dentists etc invite people from local	other, being a team.	Centre.	animals protected.
3 prime areas of learning and development	Encourage	looking after each other -	play, Christmas lunch,	community to talk about their jobs,	Everyone takes part, doing	Taking care of our	Sea animals - animals that live in the sea.
of	drinking water.	playtime, lunchtimes etc.	party, pantomime trip.	roles and responsibilities.	our best, supporting each	environment, investigate	Which animals are dangerous.
sas		Circle time - after last play -	Light – link to festivals	Relate to people who help us in school.	other, developing	conservation - ways to protect	Wild animals - animals that live in the
ä	Ourselves -	opportunities for ch to talk	and celebrations. Light and	Chinese New Year - customs,	confidence and self	and look after our	wild, in different countries of our world.
2	exercise is	through anxieties.	dark, how do they make us	traditions of this festival. Look at	esteem. Having fun	environment.	Animal zones around the classroom -
Drin	important, discuss	Stories about caring.	feel? The beautiful light	artefacts, sample food, role play,	performing for families	Investigating plants and mini-	pets/farm/zoo/wild/sea.
е В	the changes that	Autumn walk - outline	God made in our world. Light safety.	creative activities, develop respect and understanding of a different culture .	and friends.	beasts. Growing plants from seed, sunflowers, bean plants.	Respecting our animals, endangered animals.
	happen to our	appropriate behaviour, being	Light sufery.	Look at different cultures in the class	Relaxing and talking about	frogs from frogspawn,	Toy animals – that are special to us.
	bodies when we	sensible, keeping safe. Respect	Materials - materials at	and traditions.	feelings – lavender pillows,	butterflies from caterpillars,	Teddy bear's picnic, welcome new
	are active.	for surroundings. Having fun	home and at school.		relaxation and massage.	lots of awe and wonder.	children.
		together.	Natural and man-made	Relaxing and talking about feelings -	5	Caring for plants and animals,	Sports day, taking turns, encouraging
		2	materials, environmental	lavender pillows, relaxation and		respecting our environment.	each other, winning and losing, having fun.
		Relaxing and talking about	responsibilities. Materials	massage.			Final award assembly, certificates for
		feelings -, relaxation and	that care for us and			Summer Fair - enjoying	parent helpers, Mr/Miss Manners of the
		massage.	protect us.			activities, sharing our school	Year, Smiler, Worker.
						with family and friends.	Relaxing and talking about feelings -
		Harvest, a time to say thank you, a time to think of others	Doloving and talking chart			Delevine and telline chart	lavender pillows, relaxation and massage.
		and a time to share.	Relaxing and talking about feelings - lavender pillows,			Relaxing and talking about feelings – lavender pillows,	
			relaxation and massage.			relaxation and massage.	
			. c.a.a.non and mussage.	1		. c.c.anon and massage.	



			Reception - Long Term	Flun		
Physical	Gross Motor Skills	Gross Motor Skills	Gross Motor Skills	Gross Motor Skills	Gross Motor Skills	Gross Motor Skills
Development						
e e reie primerin	PE - FMS	PE - FMS	PE - FMS	PE - FMS - Succeesdin	PE -FMS - Succeedin Scheme	PE - FMS - Succeedin Scheme
	Succeedin Scheme	Succeedin Scheme	Succeedin Scheme	Scheme		
Gross Motor		Children explore balance	Collect and grip objects	To investigate our	Children continue to move	Children continue and improve their
	Children improve their ability	on one foot with a	Explore rolling objects	underarm throwing skills	safely in space.	ability to move safely in space.
Skills	to move in space.	partner	Children improve their rolling skills	To explore catching skills	They improve their travelling	They continue to explore and improve
	Children travel and jump and	Children move safely in	and start to translate this skill to	Bean Bags, large sponge	actions of running and	the different travelling and balancing
	start to show key teaching	space.	underarm throw.	balls.	jumping.	actions.
	points in their work.	•	Children start to explore hopping	To travel in different	Children start to explore	Children start to explore rolling
	F	Use running technique in	To travel safely in space	directions.	hopping.	objects.
	OUTDOOR LEARNING a	a game	·····			Children to continue to explore and
	range of activities to support	- 3	OUTDOOR LEARNING a range of	OUTDOOR LEARNING	Parachute games	improve their Underarm throw.
	all curriculum areas.		activities to support all curriculum	a range of activities to	·	Explore catching with a beanbag.
		OUTDOOR LEARNING	areas.	support all curriculum	OUTDOOR LEARNING a	
	Classroom Outdoor Area: use	a range of activities to		areas.	range of activities to support	Sports day practise – explain races,
	daily for activities in all areas	support all curriculum	Classroom Outdoor Area: use daily for		all curriculum areas.	introduce track, lanes and finishing line.
	of learning both adult and child	areas.	activities in all areas of learning both	Classroom Outdoor Area:		Practices with focus on fun.
	led.		adult and child led.	use daily for activities in	Classroom Outdoor Area: use	Playing on the field, informal games -tig
		Classroom Outdoor Area:		all areas of learning both	daily for activities in all areas	and football.
		use daily for activities in	Riding a bike - mini wheelers	adult and child led.	of learning both adult and child	Top play area - gazebo and tent, cross-
		all areas of learning both	Riding a bike mini wheelers	addit and criticalled.	led.	curricular activities outside.
		adult and child led.				Parachute games
		ddan and chind led.		Playground walks: story	Playground walks: signs of	r ar achure games
				walk, Healthy walks, signs	Summer, visit raised vegetable	Hula hooping
				of spring, sound walk,	beds to observe vegetable	OUTDOOR LEARNING a range of
				Numeracy walk.	growing.	activities to support all curriculum
				Numeracy wark.	growing.	areas.
						areas.
						Classroom Outdoor Area: use daily for
						activities in all areas of learning both adult and child led.
						adult and child led.
	Fine Motor Skills - painting,	Fine Motor Skills -	Fine Motor Skills - painting, drawing,	Fine Motor Skills -	Fine Motor Skills - painting,	Fine Motor Skills - painting, drawing,
	drawing, writing, play dough,	painting, drawing, writing,	writing, play dough, clay, plasticene,	painting, drawing, writing,	drawing, writing, play dough,	writing, play dough, clay, plasticene,
Fine Motor	clay, plasticene, baking,	play dough, clay,	baking, threading, lacing, sewing,	play dough, clay,	clay, plasticene, baking,	baking, threading, lacing, sewing, cutting,
Skills	threading, lacing, sewing,	plasticene, baking,	cutting, sticking, joining, construction,	plasticene, baking,	threading, lacing, sewing,	sticking, joining, construction, model
	cutting, sticking, joining,	threading, lacing, sewing,	model making, puppets, computer	threading, lacing, sewing,	cutting, sticking, joining,	making, puppets, computer programmable
	construction, model making,	cutting, sticking, joining,	programmable toys, gardening, sand and	cutting, sticking, joining,	construction, model making,	toys, gardening, sand and water play,
	puppets, computer	construction, model	water play, counting, sorting.	construction, model	puppets, computer	counting, sorting.
	programmable toys, gardening,	making, puppets, computer		making, puppets, computer	programmable toys, gardening,	
	sand and water play, counting,	programmable toys,		programmable toys,	sand and water play, counting,	
	sorting.	gardening, sand and water		gardening, sand and water	sorting.	
		play, counting, sorting.		play, counting, sorting.		



		Reception - Long Termi Hun	
Handwriting	Term 1	Term 2	Term 3
	1 Dots	13 Introducing long-legged giraffe letters: I	25 Introducing curly caterpillar letters: c
	2 Straight lines and crosses	14 Practising long-legged giraffe letters: l, i	26 Practising curly caterpillar letters: a, d
	3 Circles	15 Practising long-legged giraffe letters: u, t	27 Practising curly caterpillar letters: o, s
	4 Waves	16 Practising long-legged giraffe letters: j, y	28 Practising curly caterpillar letters: g, q
	5 Loops and bridges	17 Practising all the long-legged giraffe letters: I, i, t, u, j, y	29 Practising curly caterpillar letters: e, f
	6 Joined straight lines	18 Introducing one-armed robot letters: r	30 Practising all the curly caterpillar letters: c, a, d, o, s, g, q, e, f
	7 Angled patterns	19 Practising one-armed robot letters: b, n	31 Practising all the curly caterpillar, long-legged giraffe and
	8 Eights	20 Practising one-armed robot letters: h, m	one-armed robot letters
	9 Spirals	21 Practising one-armed robot letters: k, p	32 Introducing zig-zag monster letters: z
	10 Left-to-right orientation	22 Practising all the one-armed robot letters: r, b, n, h, m, k, p	33 Practising zig-zag monster letters: v, w, x
	11 Mix of patterns	23 Practising all the long-legged giraffe and one-armed robot letters	34 Practising all the zig-zag monster letters: z, v, w, x
	12 Review of patterns	24 Reviewing all the long-legged giraffe and one-armed robot letters	35 Practising all the curly caterpillar and zig-zag monster letters
			36 Reviewing all the curly caterpillar and zig-zag monster letters
Communication	Throughout the year children will:		
and Language	 Prayers and collective worship time - learn and recite 	e prayers.	
	 Learn and recite school rules. 		
	• Learn to speak with confidence during circle/carpet t	times - SEAL, listening to others and discussing opinions.	
	• Learn to listen and respond appropriately with releva		
	• Use appropriate story language to re-enact/re-tell si		
	• Learn new vocabulary relating to topics - non-fiction	•	
	Recite alphabet, letter-sound rhymes.		
	• Daily counting.		
	Learn poems and rhymes.		
	 Show and tell. 		
	 Story time in class, visiting story tellers. 		
	 Learn how to play whispers message game, listening game 	ames "I went to the shop and I bought"	
	 Hear and identify sounds 		
	• Role play - different role play areas to link with topic	s and children's interests.	
	 Singing songs daily. 		
	 Microphone - recording sounds, story tapes. 		
	5 7 7 1	erm – Phases 1&2, Spring Term – Phases 2&3, Summer Term – Ph	nases 3&4)
	 School Assembly, Church Assembly, Award Assembly. 		
	 ORT - talking stories. 		
	5		
	• Following instructions, class routines, rules and playti	me routines.	
	 Constant questions - how? Why? When? Who? 		
	 Wow Science investigations. 		



	- "		Leception Long Term			- "
Literacy	Reading	Reading	Reading	Reading	Reading	Reading
	Joins in with repeated phrases for	Joins in with repeated phrases	Joins in with repeated phrases	Answers who and what	Answers who and what questions	Answers who and what
	familiar stories.	for familiar stories.	for familiar stories.	questions linked to stories	linked to stories shared.	questions linked to stories
	Discriminates between sounds.	Discriminates between sounds.	Discriminates between sounds.	shared.	Can clap syllables.	shared.
	Can draw a straight line.	Can draw a straight line.	Can draw a straight line.	Can clap syllables.	Ascribes meanings to marks during	Can clap syllables.
	Expresses simple likes about a	Expresses simple likes about a	Expresses simple likes about a	Ascribes meanings to marks	play.	Ascribes meanings to marks
	shared story.	shared story.	shared story.	during play.	Expresses simple likes and dislikes	during play.
	Develops book handling skills.	Develops book handling skills.	Develops book handling skills.	Expresses simple likes and	about a shared story.	Expresses simple likes and
	Can draw curved lines in both	Can draw curved lines in both	Can draw curved lines in both	dislikes about a shared story.	Can recognise rhymes.	dislikes about a shared story.
	clockwise and anti-clockwise	clockwise and anti-clockwise	clockwise and anti-clockwise	Can recognise rhymes.	Responds to focus texts through mark	Can recognise rhymes.
	directions.	directions.	directions.	Responds to focus texts	making.	Responds to focus texts
	Uses new vocabulary in their	Uses new vocabulary in their	Uses new vocabulary in their	through mark making.	Uses new vocabulary in conversations.	through mark making.
	play.	play.	play.	Uses new vocabulary in	Able to develop oral blending skills.	Uses new vocabulary in
	Identifies initial sounds	Identifies initial sounds	Identifies initial sounds	conversations.		conversations.
		Answers who and what	Answers who and what	Able to develop oral blending	Writing	Able to develop oral blending
	Writing	questions linked to stories	questions linked to stories	skills.	Write short sentences with words with	skills.
	Ascribes meanings to marks.	shared.	shared.		known letter-sound correspondences.	
	Able to develop oral blending	Can clap syllables.	Can clap syllables.	Writing	Start to use a capital letter and full	Writing
	skills.	Ascribes meanings to marks	Ascribes meanings to marks	Write short sentences with	stop.	Writing
	Beginning to record some sounds	during play.	during play.	words with known letter-sound	Re-read what they have written to	- Write recognisable letters,
	in sequence.	Expresses simple likes and	Expresses simple likes and	correspondences.	check that it makes sense.	most of which are correctly
		dislikes about a shared story.	dislikes about a shared story.			formed;
	Write some or all of their name.	Can recognise rhymes.	Can recognise rhymes.			- Spell words by identifying
	Write some letters accurately.	Responds to focus texts	Responds to focus texts			sounds in them and
	-	through mark making.	through mark making.			representing the sounds with a
		Uses new vocabulary in	Uses new vocabulary in			letter or letters; - Write simple
		conversations.	conversations.			phrases and sentences that can
		Able to develop oral blending	Able to develop oral blending			be read by others.
		skills.	skills.			
		Writing	Writing			
		Beginning to record some	Spell words by identifying the			
		sounds in sequence.	sounds and then writing the			
		sounds in sequence.	sound with letter/s.			
		Form lower-case letters	sound with letterys.			
		correctly. Write their full name.	Write short sentences with			
		correctly. Write their full hame.	words with known letter-sound			
			correspondences.			
			correspondences.			



Reception - Long Term Flan									
	The Family Book – Todd Parr	Don't hog the Hedge – Twinkl	Percy the Park Keeper After the	The Paper Bag Princess –	The Tiny Seed – Eric Carle	Farmer Duck – Martin Waddell			
	Dogger-Shirley Hughes	The Magic Sky – Lucy Richards	Storm – Nick Butterworth	Robert Munsch	What the Ladybird Heard – Julia	We're Going on a Lion Hunt -			
Narrative	Once there were Giants – Martin	Poles Apart – Jeanne Willis	Vicky the Vet – Felicity Brooks	The Three Little Pigs	Donalson	David Axtell			
	Waddell	The girl who went to the Artic –	When I Grow Up – Jon Hales	Jack and the Beanstalk	The Very Hungry Caterpillar – Eric	Elmer – David McKee			
Texts	The Scarecrow's Hat – Ken Brown	Twinkl	Me on the map	Goldilocks and the Three Bears	Carle	Sharing a Shell – Julia			
	Leaf Man – Lois Ehlert	Here Comes Jack Frost – Sharon		– Mara Alperin	Superworm Julia D	Donaldson			
	We're going on a Bearhunt –	Peters		The Gingerbread Man – Mara		Hello Lighthouse – Sophie			
	Michael Rosen	The Christmas Story		Alperin		Blackhall			
	Where's My Teddy – Jez			The Little Red Hen – Brenda		Little Boat			
	Alborough			Parkes		https://www.literacyshed.com			
						/little-boat.html			
						The Rainbow Fish Welcome			
						The Ugly 5 -Julia Donaldson			
		Bonfire Night and Fire Safety	People Who Help Us – Teacher		Worms – Susie Williams	Dinosaurs – non fiction –			
		North Poles/South Pole -	– Amanda Askew		Let's Look at Snails – Laura Hamilton	various texts			
Non-Fiction		Michael Bright	People Who Help Us – Doctor –		Wiseman				
			Amanda Askew		Ducks – National Geographic				
			People Who Help Us – Police –						
			Amanda Askew						
	I am the seed that grew into a	A Great Big Cuddle – Michael				Sharing a shell			
	tree – The National Trust	Rosen				Commotion in the Ocean			
Poetry	Little Acorns – Twinkl								



	Essential Letters and Sounds Phase 2: Week 1: s, a, t, p Week 2: i, n, m, d Week 3: g, o, c, k Week 4: ck, e, u, r Week 5: assess and review Week 6: h, b, f, ff, l, ll, ss HRS –l, the, no, put, of, is, to, go, into, pull, as, his	Essential Letters and Sounds Phase 3: Week 1: j, v, w, x Week 2: y, z, zz, qu, ch Week 3: sh, th, ng, nk Week 4: ai, ee, igh, oa, Week 5: assess and review Week 6: review HRS – he, she, buses, we, me, be, push, was, her, my, you	Essential Letters and Sounds Phase 3: Week 1: review, oo, (book) Week 2: ar, ur, oo (food), or Week 3: ow, oi, ear, air Week 4: ure, er, ow (snow) Week 5: assess and review Week 6: review HRS – they, all, are, ball, tall, when, what	Essential Letters and Sounds Phase 3: Week 1: review Week 2: review Week 3: review Week 4: review Week 5: assess and review Week 6: review HRS – said, so, have, were, out, like, some, come, there, little, one, do, children, love	Essential Letters and Sounds Phase 4: Week 1: CVCC / -ed Week 2: CCVC / -ed, t Week 3: CCVCC / -ed/d Week 4: CCCVC Week 5: assess and review Week 6: review HRS – review previous HRSW	Essential Letters and Sounds Phase 4: Week 1: ay, ou, ie, ea, le Week 2: oy, ir, ue, aw Week 3: wh, ph, ew, oe Week 4: au, ey, a-e, e-e Week 5: assess and review Week 6: i-e, o-e, u-e, c (s) HRS – oh, their, people, Mr, Mrs, your, ask, should, would, could, asked, house, mouse,
Phonics						water, want, very
Handwriting	Term 1 1 Dots 2 Straight lines and crosses		Term 2 13 Introducing long-legged giraffe letters: I 14 Practising long-legged giraffe letters: I, i		Term 3 25 Introducing curly caterpillar letters: c 26 Practising curly caterpillar letters: a, d	
	 3 Circles 4 Waves 5 Loops and bridges 6 Joined straight lines 7 Angled patterns 8 Eights 		 15 Practising long-legged giraffe letters: u, t 16 Practising long-legged giraffe letters: j, y 17 Practising all the long-legged giraffe letters: l, i, t, u, j, y 18 Introducing one-armed robot letters: r 19 Practising one-armed robot letters: b, n 20 Practising one-armed robot letters: h, m 		 27 Practising curly caterpillar letters: o, s 28 Practising curly caterpillar letters: g, q 29 Practising curly caterpillar letters: e, f 30 Practising all the curly caterpillar letters: c, a, d, o, s, g, q, e, f 31 Practising all the curly caterpillar, long-legged giraffe and one-armed robot letters 	
	9 Spirals 10 Left-to-right orientation 11 Mix of patterns 12 Review of patterns		21 Practising one-armed robo 22 Practising all the one-arme k, p 23 Practising all the long-legg robot letters 24 Reviewing all the long-legg robot letters	ed robot letters: r, b, n, h, m, ed giraffe and one-armed	 32 Introducing zig-zag monster letters: z 33 Practising zig-zag monster letters: v, w, x 34 Practising all the zig-zag monster letters: z, v, w, x 35 Practising all the curly caterpillar and zig-zag monster letters 36 Reviewing all the curly caterpillar and zig-zag monster letters 	



Mathematics Number

Develop the key skills of counting objects including saying the numbers in order and matching one number name to each item.

Estimate and guess how many there might be before counting.

Joins in and sings counting songs and number rhymes. Listen to and enjoy stories that involve counting.

Numerical Patterns

Use vocabulary 'more than', 'less than', 'fewer', 'the same as', 'equal to'.

Become familiar with two digit numbers and start to notice patterns within them.

Distribute items evenly from a group.

<u>Shape</u>

Select, rotate and manipulate shapes in order to develop spatial reasoning skills.

Number

Look at small quantities in familiar patterns – for example a dice – and random arrangements, saying how many they can see.

Use 5 frames and 10 frames to become familiar with the tens structure of the number system. Talk about how many spaces are filled or unfilled.

Link the number symbol (numeral) with its cardinal number value.

Numerical Patterns

Understand the 'one more than/one less than' relationship between consecutive numbers.

Count beyond 10, noticing patterns within the structure of counting

<u>Shape</u>

Compare length, weight and capacity.

Continue, copy and create repeating patterns.

Number

Explore the composition of numbers to 10

Automatically recall number bonds for numbers 0-5/0-10.

ELG Number

Have a deep understanding of number 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.

Recall some number bonds to 10, including doubling facts.

ELG Numerical Patterns

Verbally count beyond 20, recognising the pattern of the counting system.

Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less that or the same as another quantity.

Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.

<u>Shape</u>

Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.

No ELG relating to Shape and Space



Reception – Long Term Plan								
Understanding	Science- Seasonal Changes -	Science	Science	Science	Science	Science		
the world	Autumn	Light	Winter	Ourselves	New Life			
	 Light and Dark & Night and Day 	Light/Dark. Day/Night.	Discuss signs of Winter. Look at	Parts of the body, organs of	Explore features of living things.	Animals		
PEOPLE and	 Ourselves - our bodies - using 	Sources of light: sun, moon,	frost and snow, investigate	the body and their function,	Plants: observe growth of spring	Classification, characteristics		
COMMUNITIES	mirrors - creating pictures of	stars, fire, fireworks, candles,	melting and freezing. Ways of	the skeleton and main bones.	bulbs, grow cress in different	of different groups: mammals,		
/ THE WORLD /	themselves. Making fingerprints,	torches, electric	keeping warm. Care of birds.	Looking after our bodies:	conditions, grow sunflowers, grow	fish, amphibians, reptiles,		
PAST and	handprints. Talk about members	lightsNatural and artificial	Geography	personal hygiene, healthy	broadbeans. Discuss what plants need	birds.		
PRESENT	of their immediate family. How	light.	• Who are the people in my	eating and drinking, the	to grow,	Other ways of grouping animals		
FRESCINT	can we look the same / different.	 Season Changes - Winter 	community?	importance of exercise and	Remind children of what plants need	e.g. where they are found:		
	Can we see likeness in our	 Changes in states of matter 	•What and where in the world are	sleep. What we need to stay	to grow well (cress investigation).	woodland, sea, farm, zoo,		
	families.	Materials	the different places I have	alive.	Children care for their own plants and	home		
	Name and describe people who	Display of materials, children	visited?	Our senses: I can see, I can	take home to plant in their gardens	Extinct and endangered.		
	are familiar to them.	collect items made from wood,	 Can I spot any places on maps 	hear, I can touch, I can smell, I	and continue care, report on growth	Blackpool Zoo Trip: observing		
		metal, glass, plastic, wool,	and photographs?	can taste. Practical activities	etc.	different types of animals,		
	Geography - Where we live,	cotton, china, stone	 How do I get to different 	exploring senses e.g. feely bag,	Playground walk, observe different	conservation issues.		
	Aughton and Ormskirk, identify	Show and tell: What is it made	places? What is a journey?-	smell pots, guess the sound,	types of plants, shrubs, trees.	Pets, how we care for them,		
	local landmarks. Our address, our	from? Where did it come	journey stick around the school	crisp tasting, magic glasses	Courtyard seedbed. Plant vegetables,	children bring their pets for a		
	journey to school, children	from?	 Use the local area for exploring both the built and the natural 	Our feelings (see PSE).	observe growth, feed and weed,	visit and talk about how they		
	discuss landmarks they pass on	Discuss natural and man-made.	environment. Express their	Our similarities and	harvest and eat! Plants we eat, which	look after them.		
	their route to school. Look at:	Properties of materials: cold,	opinions on natural and built	differences, eye colour, hair,	part? Leaf, root, stem, flower, seed	People who care for pets, role		
	•Where do I live?	warm, hard, soft, shiny, dull,	environments	height, likes, dislikes	Parks and gardens for leisure.	of the vet and veterinary		
	 What do I like and dislike about 	waterproof, non- waterproof	 Can I make imaginative and 	Geography	Human and animal babies, their needs	nurse (talk by local veterinary		
	where I live?	Sorting materials and	complex small world eg a city with	The seasons, link to different	and care.	nurse), Pet Vet role play.		
	•Who is in my family?	explaining choices. Uses of	a park?	weather patterns, children give	Hatch ducklings.	Summer		
	•Where is my school?	materials. Selecting materials	Chinese New Year, discuss China,	weather reports.		Discuss signs of Summer. Talk		
	•What is around my school?	for different purposes.	locate on world map and globe.	Observe signs of Spring,	Geography	about sun safety. Investigate		
	•Can I find my school on an aerial		Explain New Year customs, look at	playground walk. Quarry walk.	•Can I follow simple directions around	evaporation.		
	photograph and can I recognise	Geography	artefacts and clothes, role play,	Display vase of Spring flowers	the school grounds?			
	simple features?	Arctic animals, introduce world	taste Chinese snacks.	and blossoms, discuss	 Where is Teddy in the school 	Geography		
	•What do our school grounds look	map and globe. Look at where		similarities and differences.	grounds?	•Where can I find minibeasts		
	like in the autumn?	the north and south pole are on	History	Follow children's interest in	•What do I like about the school	on our school grounds?		
	Make an aerial map of our school	the globe - discuss habitat and	Find out about different people.,	places to find out about.	grounds?	•Can I plot where I can find		
	- fieldwork - walk around school	land use, climate. How is it	places and events. Ask questions.	10.	•What do I dislike about the school	minibeasts on a simple map?		
	using aerial map - find features	different to where we live?	Use different sources to find out	History	grounds?	•How do I look after living		
	on the map. Then make class	What do our school grounds	about places and describe their	Stories: compare old and new	•What happens if we don't look after	things?		
	aerial map.	look like in winter?	features. Look at aerial photos of the	story books, discuss similarities and differences,	our school grounds and the place that I live in?	•What happens if we don't look		
	History -Family history -		school and recognise simple	grandparents to bring a	•Field work Enquiry - Where is Teddy?	after living things?		
	similarity and difference /	History	features. Familiarise with name of	childhood book to read and	Track Teddy in and around the school			
	racial equality		road and town school is located in	discuss with the class, make an	grounds	History		
Understanding	• Who am I?	What do we celebrate and	Make imaginative and complex	'old' storybook. EG Why is the	grounds	How do caterpillars change?		
the world	•Who is in my family?	why?	small worlds eg city with a park.	troll fierce? Compare	History	How have we changed?		
	•Are all families the same?	Bonfire night - Guy Fawkes	Where do I live?	traditional fairytales to	How do we know what season it is?	Which animals have come out		
	•Do families stay the same?	Christmas	Where is my school?	modern versions	What has changed in our environment?	of hibernation?		
	•What do we celebrate and why?	Birthdays The Christmas	What is around my school?	Paper bag princess, Jack and	What did our forest garden used to	What has happened to ocean		
	Birthdays, weddings etc	Story, what was different long	How have homes and the lives of	the Beanstalk - Jim and the	look like?	life over time?		
	•Make connections between their	ago, houses, clothes, transport	people changed over time. How have local buildings have	Beanstalk. Goldilocks and the	What was there before?	Why do we need to save the		
	families and other families		changed over time	Three Bears - The Ghanaian	Why did it change?	whales? Sea turtles?		
	•Develop positive attitudes about		How are places the same and	Goldilocks		How have things changed?		
	differences between people		different?					
	Use the stories:		How do we find out about					
	Dogger , Once there were Giants.		different places and people?					
			Why do people move?					
			1		1			



Reception - Long Term Plan							
iCompute	iMake Music Children will begin to understand that devices can be used to record and play back sound (audio). They will capture and play back recorded sound with increasing confidence. They explore ways of making and listening to sound using appropriate tools and technology • Understand that devices can be used to make and record music	iAm Logical Children develop logical thinking skills by engaging with puzzles and problems. They begin to solve problems by using strategies that will enable them to become computational thinkers and effective problem solvers. •To recognise similarities and differences to sort objects •To solve a practical problem	Ceception – Long Term i Can Play Children explore manipulating on- screen objects and taking turns playing games both on and offline They refine small control motor skills using cutting for the offline activity as well as online by using a mouse • Take turns when playing games i Make Media	iCan Model Children explore computer models. They begin to understand that computers can be used to represent real or imaginary situations. •To compare real and virtual	 iMake Pictograms Children collect and organise data to make pictograms. They use The Very Hungry Caterpillar to apply their knowledge of number to represent the number and variety of food the caterpillar ate. To use pictograms to represent data and answer questions 	 iOrganise Data Children collect data and create simple graphs using cubes, paper and computers. They learn that data can be represented in different ways and it can be used to answer questions. To understand that objects can be used to represent data iCan Surf 	
	 i Find Patterns Children develop computational thinking skills. Being able to identify patterns and relationships helps them to become effective problem solvers. Recognise and create simple patterns iMake Algorithms Children use classic nursery rhymes to introduce the concept of algorithms, sequencing and repetition. They begin to understand that algorithms are all around us, by identifying steps and patterns in popular rhymes. To understand that nursery rhymes involve sequences To create simple flow charts for popular nursery rhymes iCan Sequence Children are introduced to the idea 	 iCan Sort Children develop data handling skills by making comparisons between objects in terms of their similarities and differences. •To recognise similarities and differences •To predict criteria used to sort objects iMake Art Children explore their environment for different shapes. They then use the shapes they have found, to make a digital collage. •To identify and compare simple 2D shapes •To use digital tools to create 	Children explore their environment and capture still images using digital tools. They will combine the images they take with multimedia such as text and sound •Understand that devices van be used to capture images •Explore using software to combine sound, images and text i Can Move Children will begin to understand that devices can be used to record and play back sound (audio).They will capture and play back recorded sound with increasing confidence. They explore ways of making and listening to sound using appropriate tools and technology. • Develop basic mouse skills	situations iCan Control Children further explore programmable toys and begin to plan and predict the behaviour of simple algorithms and programs. • To sequence instructions and predict outcomes • To use an agreed format to record iCan Direct Children develop their	 iSearch Online Children begin to learn that things can be found out by searching online. They find information using on links that are organised alphabetically. To search digital content iGuess Beasts Children are introduced to QR (Quick Response) Codes. They use tablets to scan QR Codes and guess minibeast from a given habitat. To understand that information can be represented by codes To use devices to scan QR codes and interpret information 	Children extend their knowledge of online surfing. They begin to understand that they can find things online by searching terms and key words, and the importance of searching safely. • To understand that the World Wide Web can be used to find things using search terms • To make choices by selecting images iSend Email Children's writing is made fun by sending an email to Father Christmas. They will begin to understand that email offers people a way to communicate over long distances. They compose and send, read and reply to simple emails. • To understand that	
	 that some instructions need to followed in order for them to achieve a particular task. This lays the foundations for future work in computing, where children learn that algorithms are precise sets of instructions. To sequence the steps in making a sandwich iMake Pixel Art Children begin to understand that pictures are represented by numbers in computers. They will use simple keys to encode and decode pixel art. To decode simple digital images by colouring pixels Online Safety Children explain rules for staying safe online. To understand that personal information should not be shared 	artwork iTell Stories Children share stories and show their understanding through recount. They will learn a classic tale and retell it by creating a digital that combines text, images, video and audio narration. • To retell a classic tale Online Safety iStay Safe Children talk about similarities between staying safe online and in the real world. • To understand that the internet can be used to learn from and visit places	 iCan Turn Children build on their prior knowledge of programmable toys. They explore how to measure distance using non-standard measures and make physical systems turn using commands. To program a toy to move and make turns iCan Animate Children are introduced to stop motion animation. They use technology to engage in digital story telling and create their own simple animations. To create a simple animation using stop motion Online Safety Week Children will know what to do when there is something on the computer that they do not like - Smartie the Penguin. 	understanding of giving and receiving instructions. They explore movement using simple directional language and develop mouse skills. •To give and follow simple directions iMake Videos Children explore capturing moving images using digital video recording tools. Through play, they begin to understand that video can be saved, stored and transferred, and that it can be recorded in various ways that have an effect on the audience •Use digital tools to record a video Online Safety Be Kind to Friends	iCan Program Children build on prior knowledge of giving and receiving instructions. They learn that humans and computers both follow instructions but computers need instructions to be more precise and in 'code'. •To give simple commands to a programmable toy Online Safety Be kind to friends	communications can be sound, text and images iCan Report Children communicate with an audience by creating a multimedia class newsletter. •To combine text and images •To communicate meaning to a given audience iCatch Aliens Children are introduced to Augmented Reality , where the real world is blended with the virtual world. Modelled on the Pokemon Go game, children engage in a treasure hunt using tablets to find hidden aliens. •To use iPads and Augmented Reality apps to 'find' aliens in an environment •To use a simple map to mark the position of objects	

Online Safety

Visit from Lancs Police



RE

Key Question Why are some things special?

Focus Question (for this investigation)

Special Times

Special Times: How and why do we celebrate? What times are special for different people and why?

Knowledge and skills (Links to previous learning) Children's own prior knowledge and experiences.

Key Learning

ELG: People, Culture and Communities Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class. PLUS: Give examples of special occasions and suggest features

of a good celebration Recall simple stories connected with Christmas/ Harvest/

Diwali and Eid Say why festivals are special times for believers of different faiths.

Key Vocabulary

Christian, Hindu, Muslim, Christianity, Hinduism, Islam, Celebration, Harvest, Christmas, Eid, Diwali, Special, Family, Ramadan, Religion, Fasting, Diya Lamp, Rangoli Special Stories

Key Question Why are some things special?

Focus Question (for this investigation)

Special Stories:

Why are some stories special? What special messages can we learn from these stories?

Knowledge and skills (Links to previous learning) Children's own prior knowledge and experiences.

Key Learning

ELG: People Culture and Communities Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class. PLUS Talk about/ recall some religious stories e.g. through role play, art, model making. Share features of a story that they like and explain why.

Identify a sacred text e.g. Bible, Qur'an. Identify that the Bible and Qur'an are special

Key Vocabulary Christian, Muslim, Christianity, Islam, Sacred, Holy, Bible, Qur'an, God, Allah, Jesus, trust, brave, strong, weak, thankful, shepherd, leper, heal, message/messenger, Muhammed (pbuh), Angel Jibril, prophet

Special Stories

Key Question Why are some things special?

Focus Question (for this investigation)

Kev Learning

Special Stories: What is special about our world?

Knowledge and skills previous learning

ELG: People Culture and Communities Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class. PLUS Talk about the wonders of the natural world. Express ideas about how to care for animals and plants Re tell stories to explain Christian and Muslim ideas about Creation and the natural world

Talk about ways in which people can harm the natural world Talk about ways in which people can look after the natural world

Key Vocabulary Christian, Muslim, nature, harm, care for, creation, create, creator, sorry, Bible, Torah, special, nature, natural, beauty, wonder, unique,



		Reception - Long Tern	i Fian		
CREATING with MATERIALS	CREATING with MATERIALS	CREATING with MATERIALS	CREATING with MATERIALS	CREATING with MATERIALS	CREATING with MATERIALS
ART	ART	ART	ART	ART	ART
 Painting - Basic skills e.g. holding a brush correctly, loading a brush to prevent drips. Free painting - table and easel. School portraits. Picasso - Self portrait "Every child is an artist". Printing - Basic skills: press and lift carefully, press firmly or lightly for different types of print, print within another print, over-printing etc. Free experimenting. Drawing - Lead pencil portraits. Collage - Initials & Numbers - pom poms, patterned paper, textured card etc. 3D - 3D models (Numeracy) - boxes, cardboard rolls, paper spheres etc. Malleable - Dough - free modelling, rolling, cutting and printing. Salt dough Begin to use the language of designing and making, e.g. join, build and shape. Learning about planning and adapting initial ideas to make them better. 	 Painting - Alphabet paintings (Literacy). Painting with autumn colours. Colour mixing, finger painting, splash painting - Bonfire Night. Luminous colours on black paper. Christmas colours, embellish with silver and gold Making Diwali mehndi hands. Printing - Basic skills: press and lift carefully, press firmly or lightly for different types of print, print within another print, over-printing etc. Free experimenting. Shape printing, leaf prints, bark rubbing, Christmas stars Drawing - Colouring Diwali patterns, Ferby colours. Metallic markers - Christmas drawings. Collage - Autumn tree seed collages in boxes. Bonfire - shredded card, shiny papers. Christmas figures - fabrics, wool, card etc. DT Textiles - Autumn weaving- withy frames, wool, tree seeds and leaves. Malleable - Dough-Christmas shapes. Clay - basic skills: kneading, moulding, printing, sticking bits on Making clay light holders. 	 Painting - Observational paintings of each other. Different papers; different tools (rollers, cotton buds). Printing - Experiment with light/dark overprinting. Handprints. Footprints. Lipprints. Drawing - Thick/thin pencils and pens. Frost patterns - different techniques. Collage - Catalogue collages. Texture strips. Textiles - Fringing. 3D - People. Models. Toys. Malleable - Clay faces - dev. skills. eg. adding pieces (hair). Salt dough foods. Easiform. DT To learn to construct with a purpose in mind. Selects tools and techniques needed to shape, assemble and join materials. Food To begin to understand some of the tools, techniques and processes involved in food preparation. Children have basic hygiene awareness. Making porridge, gingerbread men and bread. 	 Painting story characters, spring flowers, in the style of a famous artist. Mood Artwork. Printing - Potato print shapes (Numeracy). Fruit/veg prints. Drawing - Illustrating own stories (Ferby). Frog Booklets (Ferby). Easter egg patterns - pastels. Collage - Healthy, unhealthy food packets. Mother's day cards Malleable - Clay faces - dev. skills. eg. adding pieces (hair). Salt dough foods. Easiform-spring flowers. DT To learn how to use a range of tools, e.g. scissors, hole punch, stapler. Learn how everyday objects work by dismantling things. Textiles - Wadding Lambs. Sewing - Binka bookmark. 	 Painting - Large backgrounds - sponge rollers, 4" brushes. Palettes. Fine brushes. Oil paint. Water painting (paving flags). Printing - Flower patterns (polystyrene tiles). Drawing - Portraits of staff (Family Tree). Pencil drawings of bugs, butterfly symmetry. Collage - Plants - art straws, coloured paper etc. Picture frames. Textiles - Dream Catchers (feelings), (beads, feathers etc.). Malleable - Clay - flower tiles. Easiform -Salt dough insects. DT To learn how to use a range of tools, e.g. scissors, hole punch, stapler. Learn how everyday objects work by dismantling things. 	 Painting - Observational paintings of scenery (leisure). Landscapes. Palettes. Fine brushes. Oil paint. Water painting (paving flags). Printing - Animal prints/rubbings. Drawing - Portraits of staff (Family Tree). Pencil drawings of Christ Church. Drawing animals, pets. Collage - Animals - fur fabric. Paper bag puppets. 3D - Pet carriers (vet). Malleable - Clay -animals. DT To learn how to use a range of tools, e.g. scissors, hole punch, stapler. Learn how everyday objects work by dismantling things.
	ART Painting - Basic skills e.g. holding a brush correctly, loading a brush, wiping a brush to prevent drips. Free painting - table and easel. School portraits. Picasso - Self portrait "Every child is an artist". Printing - Basic skills: press and lift carefully, press firmly or lightly for different types of print, print within another print, over-printing etc. Free experimenting. Drawing - Lead pencil portraits. Collage - Initials & Numbers - pom poms, patterned paper, textured card etc. 3D - 3D models (Numeracy) - boxes, cardboard rolls, paper spheres etc. Malleable - Dough - free modelling, rolling, cutting and printing. Salt dough Begin to use the language of designing and making, e.g. join, build and shape.	CREATING with MATERIALSCREATING with MATERIALSARTARTPainting - Basic skills e.g. holding a brush correctly, loading a brush, wiping a brush to prevent drips. Free painting - table and easel. School portraits. 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Da bag</th> <th>CREATING with MATERIALS CREATING with</th> <th>ARTARTARTARTARTParing - Basic skills eg holding brush, wiping bursh to greek hund, wiping bursh to greek hun</th>	CREATING with MATERIALS CREATING with MATERIALS CREATING with MATERIALS CREATING with MATERIALS ART Painting - Basic skills e.g. holding a brush correctly, loading a brush to prevent drips. Free painting - table and easel. School portraits. Picasso - Self portrait "Every child is an artist". RT Painting - Alphabet painting of each other. Different papers: different tools (rollers, cotton buds). Printing - Basic skills: press and lift carefully, press firmly or lightly for different types of print, print within another print, over-printing etc. Free experimenting. Printing - Basic skills: press and lift carefully, press firmly or lightly for different types of print, print within another print, over-printing etc. Free experimenting. 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Expressive	BEING IMAGINATIVE	BEING IMAGINATIVE	BEING IMAGINATIVE	BEING IMAGINATIVE	BEING IMAGINATIVE	BEING IMAGINATIVE
Arts and	Music	Music	Music	Music	Music	Music
	Introduce tapping sticks, shakers	Tap a nursery rhyme, children	Re-cap. Percussion instruments.	Make up own rhythm, invent	Percussion instruments – minibeast	Percussion instruments -
Design	and untuned percussion. Learn	quess.	Guess the instrument game.	answering rhythms.	sounds, transport sounds.	animal sounds, zoo sounds.
	names of these instruments,	Singing	Rhythm sticks - tap to a beat,	Sounds with body parts.	Invent slow/fast rhythms.	Rhythm sticks - tap topic
	describe and identify sounds.	Rhymes, assembly songs, topic	copy a rhythm.	Instruments to accompany	Orchestral instruments – re-cap,	words e.g. animal names.
	Free experimenting!	songs, Christmas songs and	Sounds with body parts.	stories: Fairy stories.	identify and name.	Invent slow/fast rhythms.
	Rhythm: tap children's names,	carols.	Instruments to accompany	Singing	Year 5 & 6 come and play.	Rhythms to represent an
	copy simple rhythms, answering	Listening	stories: Chinese New Year -	Rhymes and songs.	Singing	animal.
	rhythms.	Discuss dynamics (Sparkling /	Pentatonic.	Easter songs.	Rhymes and songs.	Singing
	Tap a nursery rhyme, children	Tranquil Classics CD).	Singing	Assembly songs.	Topic songs	Rhymes and songs.
	guess.	Autumn Leaves- Debussy	Rhymes and songs.	Listening to Music	Listening to Music	Topic songs e.g. Zoo time.
	Singing	Music for the Royal Fireworks-	Chinese New Year.	Musical story - Peter and the	Leisure – radio, pop, classical,	Listening to Music
	Rhymes, assembly songs, topic	Handel	Ourselves.	Wolf.	Opera	Leisure - radio, pop, classical,
	songs,	Christmas Music.	Easter songs.	Identify and name orchestral		Opera
	Listening	Music Express	Assembly songs.	instruments.	Music Express	Carnival of the Animals.
	Discuss dynamics (Sparkling /	Join in, Litter, Light, Tap Talk.	Listening to Music	Music Express	Spider tricks, Caterpillar.	Animal stories e.g. Nyangara
	Tranquil Classics CD).		The Seasons (Vaughan	Hands, feet and faces, Happy	My World: On the Move.	(children learn chants, choose
	Mother Goose Suite.	Charanga Music - My Stories	Williams).	New Year, The Three Bears,	Early Music Makers	instrument for sound effects).
	Music Express		Identify different types of	Stamp and clap, Working toys,		Music Express
	Hello, My turn, your turn, Jack-	Drama - Action Rhymes,	music and how it makes us feel.	Winter, Sound wall, Papery	Charanga Music - Big Bear Funk	Magic Dove, Noah, Pebbles,
	in-the-box.	dramatise Nursery Rhymes.	Fast/slow. High/low.	sounds.		Farm time, Seaside, Teddy
	Early Music Makers	Role Play: Cleaning week for		Charanga Music - Our World	Drama	Bear's picnic.
		Diwali, decorate with lights etc.	Music Express		Action Rhymes.	Early Music Makers
	Charanga Music - Me	Santa's Office. Nativity role	Hands, feet and faces, Happy		Leisure - theatre, visit.	
	Drama - Action Rhymes,	play. Infant Christmas Play.	New Year, The Three Bears,	Drama	Role Play Area - Bug Laboratory.	Charanga Music - Reflect,
	dramatise Nursery Rhymes. Role	play. Infant chi istinas Play.	Stamp and clap, Working toys,	Action rhymes.	Invent own stories/plays from	Rewind and Replay
	Play: Home Corner (Kitchen,		Winter, Sound wall, Papery	Feelings charades.	selected costumes.	
	bedroom).		sounds.	Role Play Area - fairy stories.		
			Early Music Makers	Dramatise Peter and the Wolf.		Drama
				Class Assembly - dramatise a		Action Rhymes.
			Charanga Music – Everyone	story.		"I Went to the Zoo" Game.
			N ame			Animal charades.
			Drama Action phymod			Role Play Area - zoo.
			Action rhymes. Chinese Folk tale.			Invent own stories/plays from
						selected costumes.
			Feelings charades. Role Play Area - doctors,			
			dentist, fire station.			
		1	dentist, the station.	1		1