<b>EYFS INT</b>	ENT									
Half Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
Enquiry			1							
	Where am I?	What happens when the sun sets?	Castles	Our Farms	Nottinghamshire's Forests	The River Trent and The Seaside				
Books	Not a Box Not a stick Monkey Nut The Dot The Lion Inside Some Dogs Do My History My Body The Brilliant Beat  Firework poetry Day and night Eyes Light and Dark Whatever Next Peace at Last How The Grinch Christmas		Robin Hood Castles George and The Dragon Rapunzel Princess and The Pea	Farmer Duck What the ladybird heard My Bean Diary Oliver's Vegetables Oliver's Milkshake A Year at a Farm A Day at Greenhill Farm  Here We Are Stuck Dear Greenpeace Greta and The Giants Little Red Riding Hood The Gruffalo Plants Where The Forest Meets the St		Where the wild things are The Little Rain Drop The Train Ride Mrs Armitage and The Big Wave Snail and the Whale				
Physical Development	Gross Motor Skills									
Development	Speed Agility Travel Unit 1/2	Body Management Unit 1/2	Dance Unit 1/2	Gymnastics Unit 1/2	Manipulation & Coordination Uni 1/2	Cooperate & Solve Problems Unit 1/2				
	Fine Motor Skills									
	show preference for a dominant hand to pick things up make lines and circles make recognisable let shapes	Write name and form	Set 1 letters correctly	Use a tripod grasp write letters and numbers and dra pictures with control		including scissors, paint				



### Fisted Grasp and

Fistgrip. Children younger than one year old typically reach for and hold items with their entire fist. When using a pencil or crayon, a young child will hold the item in their closed fist with their little finger closest to the paper and thumb on top.



### Palmer Grasp and

Four-finger grip. As children gain fine motor control, they typically progress from using a fist grip to a four-fingered grip. With a four-fingered grip, a child uses all four fingers together to hold an object against his thumb. This grip gives a child greater control when holding small item.



### Five finger Grasp and

Pincer grip. Once children develop strong fine motor skills, a true pincer grip emerges. With this grip, a child uses only his thumb and index finger to hold and manipulate small objects. With a pincer grip, a child can easily twist dials, turn the pages of a book, open and close a zip, and use crayons or pencils with precision.



## Tripod Grasp (Three finger)

Most children rea ch a mature threefinger grip by age 5 or 6. In this hand grip, a utensil is held between thumb, index and middle fingers. They might have tense fingers at first and continue to use wrist movements as they did with the five -finger grip, but they will eventually gain more fine motor control and will start to use finger movements to make shapes and letters.

## Personal Social and Emotional Development

## Self Regulation

# Building blocks to develop self regulation

- Independently explore familiar environment and select own activities
- More confident with unfamiliar adults and social situations
- Ask adults for help when needed
- Parallel play develops into cooperative play
- Able to talk freely with other children and adults
- Understand instructions (less defiance)
- Have sense of responsibility eg know that have to help at tidy up time
- Respond to positive praise

# Building blocks to secure self-regulation:

- Understanding turn taking
- Show resilience
- Understanding the intent of an activity
- Strategies for staying calm
- Be able to see another's point of view
- Work with other adults and children
- Working in other area
- Valuing the experience not outcome always
- Turn taking, waiting
- Looking after equipment
- Expressing needs
- Able to set own goals
- Conflict resolution
- Follow set boundaries within environment
- Ignore distractions and be able to focus attention on something else
- Be able to cope with a change in routine
- Follow several instructions

# Managing Self

hands

I am aware of my own feelings
I can toilet myself and wash my

I understand my actions affect other people

I can keep my face clean during the day  $% \left( 1\right) =\left( 1\right) \left( 1\right)$ 

I can usually adapt my behaviour to different events, situations, changes in routine 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;

	Building Relationships								pers goir	sonal nee	ir own basic hygiene and eds, including dressing, toilet and understanding ace of healthy food choices.
	I can demonstrate friendly behaviour I c			I can initiate play and offer cues for others to join me		I can play in a group and extend/elaborate on ideas.  Takes steps to resolve conflicts with other children, e.g. finding a compromise.		Work and play cooperatively and take turns with others; Form positive attachments to adults and friendships with peers; Show sensitivity to their own and to others' needs.			
	Jigsaw Curriculum		<u> </u>								
	Being Me	Celebrating Differ	ences	nces Dreams and Goals Hea		althy Me Relatio		Relationships	Ch:		Changing Me
	Online Safety Curricul		0.1000	Distance and State	110011	.,		7.00.00.00.00.00			Griding in
	Technology rules: sign responsible use agreements Systems, Privacy and Security	Online bullying strand		Digital Footprint Strand	Well-E Strand					Copyright, creative credit and quality.	
Communicati	Listening, Attention ar										
on and Language	I can respond to a string of requests (one after another but not quickly)  I can turn and listen to my friends or my teacher  I can point to specific things within a story or picture		I ca	I can listen to and follow an instruction I can ask and respond to 'why' questions I look at someone when they are speaking to me			I can listen to a whole story and comment on what is happening  I can have a conversation and I can respond to the opinions of others  I can talk about family routines and special occasions		what the question when the whole group is Make to have he clarify Hold to in back	attentively and respond to ney hear with relevant ons, comments and actions being read to and during class discussions and small interactions; comments about what they leard and ask questions to their understanding; conversation when engaged and forth exchanges with eacher and peers.	
	Able to play and listen at the same time Able to listen to and talk about stories with understanding Can listen and understand a story told without pictures or props Listen attentively and respond to what they hear with relevant questions in small and large group To join in and remember songs and rhymes Engage in storytimes./ news book time with questions and answers Listen to and talk about stories to build familiarity and understanding. Listen carefully to rhymes and songs, paying attention to how they sound. Learn rhymes, poems and songs. Engage with non-fiction books. Listen to and talk about selected non-fiction to develop a deep familiarity with new knowledge and vocabulary. 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; Use Drawing Club planning to teach vocabulary, character, setting, story sequencing.										

Able to understand a three -part instruction without delay

To pay attention and focus for up to 20 mins

Can understand the humour in funny stories, rhymes and jokes

Can hold a conversation, responding appropriately to others

Understand how to listen carefully and why listening is important.

Listen to and talk about stories to build familiarity and understanding.

Listen to and talk about selected non-fiction to develop a deep familiarity with new knowledge and vocabulary.

Make comments about what they have heard and ask questions to clarify their understanding:

Hold conversation when engaged in back-and-forth exchanges with their teacher and peers.

# Speaking

Link simple sentences together

use new and existing vocabulary to name and identify objects in the environment or which are being taught

Participate in small group, and one to one discussions, offering their own ideas, using recently introduced vocabulary;

explain in simple sentences, including ordering, stating what has happened and what might happen

Use vocabulary to express knowledge and imaginary events in teacher led activities and/or in play

Participate in class discussions offering their own ideas, using recently introduced vocabulary;

Express my ideas about my learning to friends and adults and am beginning to use new vocabulary in my explanations

Express ideas and feelings using sentences with some errors in tenses, grammar and word choices

Use story language and ideas to create imaginary events, storylines and themes and sustain imaginary play situations

Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non fiction, 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 and support from their teacher.

To use language to imagine and recreate roles and experiences in play situations.

To link statements and stick to a main theme or intention.

To use talk to organise, sequence and clarify thinking, ideas, feelings and events.

To introduce a storyline or narrative into their play.

To explain own knowledge and understanding.

Able to talk about non-fiction books using new knowledge and vocabulary

Can retell a story in the correct sequence with detail

Articulate their ideas and thoughts in well-formed sentences.

Connect one idea or action to another using a range of connectives.

Describe events in some detail.

Use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen.

Develop social phrases.

Retell the story, once they have developed a deep familiarity with the text; some as exact repetition and some in their own words.

Learn rhymes, poems and songs.

Listen to and talk about selected non-fiction to develop a deep familiarity with new knowledge and vocabulary.

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, non-fiction, 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 and support from their teacher.

Understandin g The World	People. Culture and C Immediate Location	Communities Village and City	Local Castles and maps	Local farming/land use	Regional forests/woodlands/native	Regional rivers, national				
	Getting to know school. Getting to know Burton Joyce. Local animals/Pets	Festivals and activities people in Burton Joyce and Nottingham take part in.	Nottingham City, Nottingham Castle, Belvoir Castle	Burton Joyce, Lowdham, Bulcote, Gunthorpe	trees North Nottinghamshire, Sherwood Forest,	map, contrasting location. North Sea, Lincolnshire, Cleethorpes,				
	We're Special – Caring and Belonging	Special Times - Celebrations	Special Stories from the Bible	Jesus' Miracles A Special Time - Easter	Jesus's Stories – A Special Person	A Special Place – At Church with Ted				
	Past and Present									
	My history: baby, toddler, child.	Victorian Christmas Queen Victoria	History of castles: Nottingham and Belvoir Queen Elizabeth II, Queen Joan, William the Conqueror	Farming in the past, John Froelich Tractor, Stoke Bardolph ferry	Forestry in the past and present: machinery	Victorian Seaside Holidays				
	The Natural World	The Natural World								
	Body parts and keeping our body healthy Local animals	Space Light Nocturnal animals	Materials and properties	Living things and growth- plants, farming, farm animals, life cycles	Living things and growth- forest and arctic creatures	Materials – floating and sinking Living things and growthsea creatures				
Computing: Create and Code	Photography and Sound Dot Day digital art Look at online maps. Use TTS mics in role play.	Photography and Drawing: Poppy PhotoBooth art Use IWB Pictogram software for animal hunts Shape photo hunt.	Video and Coding: Make films of role play Coding	Video and Coding:  Chatterpix photo animations of characters Coding	Video and Coding:  Chatterpix photo animations of characters Coding	Data and Sound:  Look at online maps.				

	Make class local									
	DOOK									
Expressive	Being Imaginative and Expressive									
Expressive Arts and Design	Performing: Singing and repeating rhythms. Explore start and stop in music.  Sing from memory simple nursery rhymes.  Review/ evaluate: Thought question: Did we start at the same time? Did we stop together.  Listening: Move to music which explores fast and slow.	Compose: Use repeated patterns (clapped or played on percussion instruments)  Clap/repeat rhythms form memory.  Make up short rhythm compositions thinking about long and short sounds.  Listening: Identify in pieces where notes go high and low. Notice through movement, where the pulse of music ( tempo) has changed.	Perform: Use classroom percussion to produce different timbres. Use percussion instruments t o accompany singing or a poem- class composition.  Listening: Listen to a range of nursery rhymes and sing along in unison.	Compose: Colour compositions – whole class. Explore pitched instruments including chimes, voice and recorders. Create sound pieces to reflect a picture or mood as a class. Perform compositions as a class Evaluate: Did we make the best sounds we could on our instruments? How could we control our instruments better? How could we put our pieces together – what order should we all play? What words or signs might help us to play at the correct time?	Perform: Sing simple songs in unison without a performance track to help us. Sing in tune and from memory. Listening: Follow the shape of melodies using pointy fingers. Change from high to low pitch on a tuned instrument, following direction from teacher.	Compose: Use graphics to create a way of playing musical ideas.				
	Creating With Materials									
	Link to Geog (Homes) and Science (Body parts)  Drawing- develop control when drawing simple shapes using a range of materials.  Craft – make simple pictures by cutting, sticking and collaging a range of textures.  Printing – printing blocks from materials they have cut shaped or moulded  Artist – Paul Klee (Abstract 20th C)		Link to History & Lit (Castles & Fairytales) Science (Living Things & Growth) Drawing- shade areas and shapes as neatly as they can. Painting – uses brushes correctly and blend colours in a palette mixing primary colours, exploring light and dark. Artist – Mary Blair (Modernist 20 <sup>th</sup> C) Van Gogh (Post Impressionism 19 <sup>th</sup> C)		Link to Science (Living Things & Growth)  Drawing- draw things from observation or imagination in different ways to create different effects.  Sculpture – cut, form and join familiar shapes into models.  Computers – taking photos on digital camera learning to focus and position.  Artist – Andy Goldsworthy Sculptures  Various forest drawings & photos  Claude Monet (Impressionism) & Honuksai (19th)					
		bstract 20 <sup>th</sup> C)			Change money (processions, e	ionanoai (10				
		Textiles: make a waterproof coat for Baby Bear – testing fabric and gluing onto bear template.  Structures: make a salt dough Christmas tree decoration, using cutters	Structures: make a castle model (junk modelling) joining with tape and glue  Food – make a fruit salad (chopping) Pancake day (spreading topping and mixing of ingredients)	Food – pizza making (spreading ingredients with tools, rolling dough) Mechanisms – tractor toy with dowel/wheels.Easter card with paper fastener/opening egg	Structures: using natural materials to make animal models – joining with clay.	Structures: make boats that float and are waterproof				
Literacy	Artist – Paul Klee (A  Structures – make a photo frame joining paper straws to card with PVA.  Making animal masks  Mechanisms – skeleton paper	Textiles: make a waterproof coat for Baby Bear – testing fabric and gluing onto bear template.  Structures: make a salt dough Christmas tree	castle model (junk modelling) joining with tape and glue  Food – make a fruit salad (chopping)  Pancake day (spreading topping and mixing of	(spreading ingredients with tools, rolling dough) Mechanisms – tractor toy with dowel/wheels.Easter card with paper	Structures: using natural materials to make animal models – joining	Structures: make boats that float and are				

	Word Reading Follow Read, Write Inc phonics scheme									
	Writing									
	Labels, Speech Bubbles Name Letters and shapes	Labels, Captions, Initial sounds	Captions, repeated sentence starters, speech bubbles, thought bubbles, full stops, 3 sounds in words	Repeated sentences, full stops	Varied sentence writing finger spaces, capital letters, full stops.	Varied sentences with finger spaces, capital letters, full stops. Story sentences. 2 clause sentences.				
Mathematics	Number									
	Representing/Comparing/Composition of 1 2 3 Representing Numbers to 5 One more and one less		Introduce 0 Composition of 4&5 Introduce 6 7 8 Introduce 9 10 Numberbonds to 10		Numbers beyond 10 Doubling, sharing and grouping	Numbers beyond 10 Doubling, sharing and grouping				
	Numerical Patterns									
	Match, sort, compare amounts to 5		Compare numbers to 5 Make pairs of 6 7 8 Combine 2 groups Compare 10		Counting patterns beyond 10 Adding more Taking away Even and odd numbers	Adding more Taking away				
	Shape, Space and Measure									
	Size, Mass, Capacity comparing Exploring pattern Circles and Triangles Positional Language Shapes with 4 sides Time		Compare Mass and capacity Length and Height Time 3D Shape Pattern		Spatial reasoning: math. Rotate and manipulate shapes Compose and decompose shape Visualise and build with shape Deepening understanding of patterns and relationships between numbers to 20 Spatial reasoning of shape: mapping					