







<p>Driver Project</p>	<p>Let's Explore UW</p>  <p>People, culture and communities</p> <p>This project teaches children about the environments that they share with others, including their homes, school and places in the local community.</p>	<p>Marvellous Machines UW</p>  <p>This interest-led project teaches children about the technology that is part of their daily lives and how machines help us. The project gives children the opportunity to build and create marvellous machines</p>	<p>Driver Project</p>	<p>Long Ago UW</p>  <p>This project teaches children about how they have grown and changed since they were babies and how life in the past was different from today.</p>	<p>Ready Steady Grow UW</p>  <p>This project teaches children about food and farming and explores themes, including where food comes from, what plants and animals need to grow and survive and what constitutes a healthy lifestyle.</p>	<p>Driver Project</p>	<p>Animal Safari UW</p>  <p>This project teaches children about the animals that live around the world, how to look after animals and the importance of caring for our local and global environments.</p>	<p>On the Beach UW</p>  <p>This project teaches children about the plants and animals that live at the seaside. It also explores holidays in the past and the importance of keeping safe in the Sun.</p>																																																																																										
<p>English The Lit Tree</p>	<table border="1"> <thead> <tr> <th colspan="3">Autumn 1</th> <th colspan="3">Autumn 2</th> </tr> </thead> <tbody> <tr> <td colspan="3">Me and my Community</td> <td colspan="3">Once Upon a Time</td> </tr> <tr> <td>Colour Monster</td> <td>We Are All Welcome</td> <td>Lulus First Day</td> <td>Little Red</td> <td>Three Little Pigs</td> <td>Three Billy Goat's Gruff</td> </tr> <tr> <td colspan="3">Getting Started with Mark-Making</td> <td colspan="3">Early Writing and Writing for Purpose</td> </tr> <tr> <td colspan="3">Mark-making, name writing, drawing and early labels</td> <td colspan="3">Initial sounds, captions, labels, early sentence formation</td> </tr> </tbody> </table>		Autumn 1			Autumn 2			Me and my Community			Once Upon a Time			Colour Monster	We Are All Welcome	Lulus First Day	Little Red	Three Little Pigs	Three Billy Goat's Gruff	Getting Started with Mark-Making			Early Writing and Writing for Purpose			Mark-making, name writing, drawing and early labels			Initial sounds, captions, labels, early sentence formation			<p>English The Lit Tree</p>	<table border="1"> <thead> <tr> <th colspan="3">Spring 1</th> <th colspan="3">Spring 2</th> </tr> </thead> <tbody> <tr> <td colspan="3">Starry Night</td> <td colspan="3">Dinosaurs</td> </tr> <tr> <td>The Comet</td> <td>Beegu</td> <td>Astrogirl</td> <td>The Gruffalo</td> <td>Dinosaurs and all that Rubbish</td> <td>Weirdo</td> </tr> <tr> <td colspan="3">Writing Simple Sentences</td> <td colspan="3">Developing Purposeful Writing</td> </tr> <tr> <td colspan="3">Full sentences, basic punctuation, segmenting to write CVC words</td> <td colspan="3">Story sequencing, simple narratives, writing for different purposes</td> </tr> </tbody> </table>		Spring 1			Spring 2			Starry Night			Dinosaurs			The Comet	Beegu	Astrogirl	The Gruffalo	Dinosaurs and all that Rubbish	Weirdo	Writing Simple Sentences			Developing Purposeful Writing			Full sentences, basic punctuation, segmenting to write CVC words			Story sequencing, simple narratives, writing for different purposes			<p>English The Lit Tree</p>	<table border="1"> <thead> <tr> <th colspan="3">Summer 1</th> <th colspan="3">Summer 2</th> </tr> </thead> <tbody> <tr> <td colspan="3">Sunshine and Sunflowers</td> <td colspan="3">Big Wide World</td> </tr> <tr> <td>The Tiny Seed</td> <td>The Extraordinary Gardener</td> <td>I will not ever eat a Tomato</td> <td>Grandad's Island</td> <td>Tango Makes Three</td> <td>Where the Wild Things Are</td> </tr> <tr> <td colspan="3">Extending Writing and Ideas</td> <td colspan="3">Writing with Independence and Imagination</td> </tr> <tr> <td colspan="3">Extended writing, descriptive and factual writing</td> <td colspan="3">Independent composition, reflective and imaginative writing</td> </tr> </tbody> </table>		Summer 1			Summer 2			Sunshine and Sunflowers			Big Wide World			The Tiny Seed	The Extraordinary Gardener	I will not ever eat a Tomato	Grandad's Island	Tango Makes Three	Where the Wild Things Are	Extending Writing and Ideas			Writing with Independence and Imagination			Extended writing, descriptive and factual writing			Independent composition, reflective and imaginative writing		
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Block 2- Shape, space and measure 1- Explore and build shapes and objects
 Block 3- Pattern 1- Explore repeats
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 Block 6 -Subitising 1- I see 1,2,3
 Block 7- Pattern2- Join in with repeats
 Block 8- Shape, space and measure 2- Explore position and space

Reception

Strand	Unit	Week	Week title	Early Learning Goal	
Number – number and place value	Unit 1	Numbers to 5	1	Counting to 1, 2 and 3	Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Recognise the pattern of the counting system.
			2	Counting to 4	
			3	Counting to 5	
Number – number and place value	Unit 2	Comparing groups within 5	4	Comparing quantities of identical objects	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. Subitise (recognise quantities without counting) up to 5.
			5	Comparing quantities of non-identical objects	
Geometry – properties of shape	Unit 3	Shape	6	3D shapes	There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning.
			7	2D shapes	
Number – addition and subtraction	Unit 4	Change within 5	8	One more	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
			9	One less	
Number – addition and subtraction	Unit 5	Number bonds within 5	10	Introducing the part-whole model	Have a deep understanding of number to 10, including the composition of each number. Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 and some number bonds to 10, including double facts.
Geometry – properties of shape	Unit 6	Space	11	Spatial awareness	There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning skills.

Number and Place value

Block 10- Counting 3- Move and label 1,2,3
 Block 11- Shape, space and measure 3- explore position and routes
 Block 12- Pattern 3- Explore own first patterns
 Block 13- Counting 4- Take and give 1,2,3
 Block 14- Shape Space and measure- Match, talk, push and pull
 Block15- Subitising 3- Talk about dots
 Block 16- Comparison 2- compare and sort collections

Reception

Strand	Unit	Week	Week title	Early Learning Goal	
Number – number and place value	Unit 7	Numbers to 10	1	Counting to 6, 7 and 8	Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Verbally count, (recognising the pattern of the counting system).
			2	Counting to 9 and 10	
Number – number and place value	Unit 8	Comparing numbers within 10	3	Comparing groups up to 10	Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Compare quantities up to 10 in different contexts, (recognising when one quantity is greater than, less than or the same as the other quantity).
Number – addition and subtraction	Unit 9	Addition to 10	4	Combining 2 groups to find the whole	Have a deep understanding 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. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.

Strand	Unit	Week	Week title	Early Learning Goal	
Number – number and place value	Unit 10	Measure	5	Length, height and distance	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
			6	Weight	
Number – addition and subtraction	Unit 11	Number bonds to 10	7	Using a ten frame	Have a deep understanding 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 – addition and subtraction	Unit 12	Subtraction	8	The part-whole model to 10	Have a deep understanding of number to 10, including the composition of each number.
Geometry – properties of shape	Unit 13	Exploring patterns	9	Subtraction	There is no specific ELG related to this unit. This unit supports the Development Matters statement Continue, copy and create repeating patterns.
			10	Making simple patterns	
			11	Exploring more complex patterns	

Mini Project

Stories and Rhymes (Lit)

Signs of Spring UW

Earth- weather

Habitats- observe living things in habitats
 Origins of food
 Observation-using sense to taste fruit and veg and observe different seeds
 Identifications and classification- planting seeds
 Parts and functions- name parts of plants

Block 18- Shape, space and measure 5- start to puzzle
 Block 19- pattern 5- making patterns together
 Block 20- subitising 4- make games and actions
 Block 21-Pattern 6- make own pattern
 Block 22 Counting 5- show me 5
 Block 23- Pattern 6- stop at 1,2,3,4,5
 Block 24- Comparison 3- match sort, compare

Reception

Strand	Unit	Week	Week title	Early Learning Goal	
Number – addition and subtraction	Unit 14	Counting on and counting back	1	Adding by counting on	Have a deep understanding of number to 10, including the composition of each number.
			2	Taking away by counting back	
Number – number and place value	Unit 15	Numbers to 20	3	Counting to and from 20	Verbally count beyond 20, recognising the pattern of the counting system.
Number – multiplication and division	Unit 16	Numerical patterns	4	Doubling	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
			5	Halving and sharing	
			6	Odds and evens	
Geometry – properties of shape	Unit 17	Shape	7	Composing and decomposing shapes	There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning.
Number – number and place value	Unit 18	Measure	8	Volume and capacity	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
Number – addition and subtraction	Unit 19 (Optional)	Sorting	9	Sorting into 2 groups	This unit is optional because sorting is not covered in the EYFS Framework or Development Matters guidance for Reception. It does provide an introduction to the concept of sorting, which will be useful in Year 1.
Measurement	Unit 20 (Optional)	Time	10	My day	This unit is optional because time is not covered in the EYFS Framework or Development Matters guidance for Reception. It does provide a useful introduction to time, which will be covered in Year 1.

Mini Project

Creep, Crawl and Wiggle UW

Move It PD

Moving On PSED

Animals Parts and functions- know different animal groups
 Survival- what living things need to grow and survive
 Parts and functions- name parts of animals and common features
 Identifications and classification-

Observation- explore shells, seaweed, what animals live in rock pools, the sea, features of birds
 Parts and functions- name parts of animals and common features
 Nutrition- Match Animals to the food they eat
 Report and Conclude- waterproof materials
 Forces- floating and sinking

Mini Project

Build It Up Exp A&D

Puppets and Pop Ups Exp A&D







Science

Observations- materials and textures
 Observe- Habitats

Modelling-Electrical and no electrical light sources
 Properties and uses- Magnets
 Report and conclude- wooden toys down ramps

					Report and Conclude -how plants change and grow over time Survival - what living things need to grow		match animals to their young Nutrition - Match Animals to the food they eat Observation - observe, talk and record things about living things and materials	
D&T	Generation of idea - making dens and camps Structures - making a home Everyday products - explore locks	Mechanisms and movement - making working vehicles Generation of idea - 3D robot picture Structures - make a machine	D&T	Structures - peg doll Generation of ideas - transform a T-shirt	Evaluation - make a seed shaker Mechanisms and movement -make farm vehicles	D&T	Generation of ideas - build a home for an animal	Structures - design and build a form of sea transport
Art	Landscapes - magical world Human Form - self portrait	Creation - create patterns Pencil, ink, charcoal and pen - observational drawing of machines e.g tractors Generation of ideas - draw and label a picture of a machine	Art	Malleable materials - clay tile of face Creation -cards	Printing -print with fruit and veg Significant people, artwork and movement - Giuseppe Arcimboldo. Observational drawing of fruit Paint and colour - Aerial photos painting	Art	Pencil, ink, charcoal and pen - observational drawings of animals Generation of ideas - artwork inspired by birds Printing - using bubble wrap Landscapes - habitats Compare and contrast - Weave- creating patterns Evaluation - colours and patterns for own animal	Significant people, artwork and movements - <i>Beach at Trouville by Claude Monet, 1870; Beach Scene by Edgar Degas, 1869–70, Rhyl Sands by David Cox, 1854–5, View of Collioure (The Tower) by Henri Matisse, 1905</i> - Seaside themed artwork Paper, fabric, metal and plastic - Henry Matisse- <i>Les Bêtes de la Mer</i> -Cut tear and fold picture
PSHE 1Decision	Pink <ul style="list-style-type: none"> Goes to school Has a new brother Feeling sad Misses mummy Screen time 	Orange <ul style="list-style-type: none"> Brushes her teeth Feels worried Helps out Moves house Sleeps over Red <ul style="list-style-type: none"> Goes swimming Needs the toilet Visits the dentist Hearing aid Nut allergy 	PSHE 1Decision	Blue <ul style="list-style-type: none"> Explores road safety Gets lost Learns to share Best friend Indoor voice 	Purple <ul style="list-style-type: none"> Is poorly The passenger Watches the news Pet bird Why does purple play differently	PSHE 1Decision	Yellow <ul style="list-style-type: none"> Goes on holiday Learns about germs Play fights Wants to play with Orange Bed time 	Green <ul style="list-style-type: none"> Gets glasses Moves up a year Stays in hospital Green's Greens Daddy moves out Rainbow <ul style="list-style-type: none"> Feels angry Visits the seaside Helps at home Food journey Day out
PE –	Introduction to PE-Unit 1	Introduction to PE- Unit 2 Ball Skills Unit 1	PE –	Fundamentals Unit 2	Gymnastics Unit 1 Ball Skills Unit 2	PE –	Dance Unit 2 Games Unit 1	Gymnastics Unit 2 Games Unit 2

	Fundamentals Unit 1		Dance Unit 1				
ICT	Data and computational thinking- Floor robots	Staying Safe- tell an adult about the things that they see Creation- create a video of their favourite work areas Communication- tablet features Creation- Jackson Pollock artwork using software	ICT	Creation-take and edit pictures		ICT	Data and computational thinking- floor robots Use of ICT- create transitional artwork and take pictures
RE (Use cycle A)	What Makes Me Special?	Who is Special to Different People?	RE	Which Stories are Special to Different People?	How Do Different People Celebrate their Special Times?	RE	What Places are Special to Different People? If the World is Special, How Should We Treat It?
Music			Music			Music	
MFL Language Angels	Greetings – Listening to songs In this unit pupils will learn the vocabulary for basic greetings in the foreign language enabling the pupils to participate in a short oral conversation by the end of the unit		MFL Language Angels	Nursery Rhymes – Listening to songs In this unit pupils will learn 6 traditional nursery rhymes in the foreign language. Each lesson will be accompanied by a song that pupils will be encouraged to actively participate in		MFL Language Angels	Under the Sea – Listening to songs In this unit pupils will learn 7 sea creatures (nouns and definite articles/determiners) in the foreign language. Each lesson will be accompanied by a song that pupils will be encouraged to actively participate in.

<p>Driver Project</p>	<p>Me and My Community</p>  <p>PSED</p> <p>This project supports children with settling into the new rules and routines of school and encourages them to make new friends and feel confident in their class. It teaches children about being helpful, kind and thoughtful at home and at school. This project also teaches children how they are unique and special, the importance of friendship and how people in their family, school and local community are important and can help them.</p>	<p>Once Upon a Time Lit</p>  <p>This project supports children to develop a love of stories and reading. It encourages children to learn, retell and act out familiar and traditional tales including Cinderella, Goldilocks, Little Red Riding Hood, The Three Little Pigs and The Three Billy Goats Gruff.</p>	<p>Driver Project</p>	<p>Starry Night</p>  <p>UW</p> <p>This project explores the differences in the world at night compared to during the day. It teaches children about the importance of a good night's sleep, and helps them to discover what is happening in the world while they are sleeping, including finding out about nocturnal animals.</p>	<p>Dangerous Dinosaurs</p> <p>UW</p> <p>This exciting project teaches children about the different animals that roamed Earth millions of years ago and how they are related to animals that live on Earth today.</p> 	<p>Driver Project</p>	<p>Sunshine and Sunflowers</p> <p>UW</p> <p>This seasonal project provides opportunities for outdoor learning and teaches children how to care for the plants and animals in their local environment and how to stay safe in the sun.</p> 	<p>Big Wide World</p> <p>UW</p>  <p>This project teaches children about the global community to which they belong and explores how living things, communities and climates differ around the world.</p>
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English The Lit Tree	Autumn 1			Autumn 2		
	Me and my Community			Once Upon a Time		
	Colour Monster	We Are All Welcome	Lulus First Day	Little Red	Three Little Pigs	Three Billy Goat's Gruff
	Getting Started with Mark-Making			Early Writing and Writing for Purpose		
Mark-making, name writing, drawing and early labels			Initial sounds, captions, labels, early sentence formation			

Maths

Block 1 Comparison 1- More than, fewer than, same
 Block 2- Shape, space and measure 1- Explore and build shapes and objects
 Block 3- Pattern 1- Explore repeats
 Block 4- Counting 1- Hear and say number names
 Block 5- Counting 2- Begin to order number names
 Block 6 -Subitising 1- I see 1,2,3
 Block 7- Pattern2- Join in with repeats
 Block 8- Shape, space and measure 2- Explore position and space

Reception

Strand	Unit	Week	Week title	Early Learning Goal	
Number – number and place value	Unit 1	Numbers to 5	1	Counting to 1, 2 and 3	Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Recognise the pattern of the counting system.
			2	Counting to 4	
			3	Counting to 5	
Number – number and place value	Unit 2	Comparing groups within 5	4	Comparing quantities of identical objects	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. Subitise (recognise quantities without counting) up to 5.
			5	Comparing quantities of non-identical objects	
Geometry – properties of shape	Unit 3	Shape	6	3D shapes	There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning.
			7	2D shapes	
Number – addition and subtraction	Unit 4	Change within 5	8	One more	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
			9	One less	
Number – addition and subtraction	Unit 5	Number bonds within 5	10	Introducing the part-whole model	Have a deep understanding of number to 10, including the composition of each number. Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 and some number bonds to 10, including double facts.
			11	Spatial awareness	
Geometry – properties of shape	Unit 6	Space	11	Spatial awareness	There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning skills.

Mini Project	Exploring Autumn UW	Sparkle and Shine PSED
Science	Physical development- changed since were babies Observations- materials and textures	Physical things- groups materials

English The Lit Tree	Spring 1			Spring 2		
	Starry Night			Dinosaurs		
	The Comet	Beeju	Astrogirl	The Gruffalo	Dinosaurs and all that Rubbish	Weirdo
	Writing Simple Sentences			Developing Purposeful Writing		
Full sentences, basic punctuation, segmenting to write CVC words			Story sequencing, simple narratives, writing for different purposes			

Maths

Block9- Subitising 2- Show me 1,2,3
 Block 10- Counting 3- Move and label 1,2,3
 Block 11- Shape, space and measure 3- explore position and routes
 Block 12- Pattern 3- Explore own first patterns
 Block 13- Counting 4- Take and give 1,2,3
 Block 14- Shape Space and measure- Match, talk, push and pull
 Block15- Subitising 3- Talk about dots
 Block 16- Comparison 2- compare and sort collections

Reception

Strand	Unit	Week	Week title	Early Learning Goal	
Number – number and place value	Unit 7	Numbers to 10	1	Counting to 6, 7 and 8	Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Verbally count, (recognising the pattern of the counting system).
			2	Counting to 9 and 10	
Number – number and place value	Unit 8	Comparing numbers within 10	3	Comparing groups up to 10	Have a deep understanding of number to 10, including the composition of each number. Subitise (recognise quantities without counting) up to 5. Compare quantities up to 10 in different contexts, (recognising when one quantity is greater than, less than or the same as the other quantity).
			4	Combining 2 groups to find the whole	
Number – addition and subtraction	Unit 9	Addition to 10	5	Combining 2 groups to find the whole	Have a deep understanding 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. Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
			6	Using a ten frame	
Number – number and place value	Unit 10	Measure	7	Length, height and distance	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
			8	Weight	
Number – addition and subtraction	Unit 11	Number bonds to 10	9	The part-whole model to 10	Have a deep understanding 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.
			10	Subtraction	
Number – addition and subtraction	Unit 12	Subtraction	11	Subtraction	Have a deep understanding of number to 10, including the composition of each number.
			12	Subtraction	
Geometry – properties of shape	Unit 13	Exploring patterns	13	Making simple patterns	There is no specific ELG related to this unit. This unit supports the Development Matters statement Continue, copy and create repeating patterns.
			14	Exploring more complex patterns	

Mini Project	Winter Wonderland UW	Puddles and Rainbows UW
Science	Habitats- observe things in local environment	Observation- identify prehistoric creatures Phenomena- shadows

English The Lit Tree	Summer 1			Summer 2		
	Sunshine and Sunflowers			Big Wide World		
	The Tiny Seed	The Extraordinary Gardener	I will not ever eat a Tomato	Grandad' Island	Tango Makes Three	Where the Wild Things Are
	Extending Writing and Ideas			Writing with Independence and Imagination		
Extended writing, descriptive and factual writing			Independent composition, reflective and imaginative writing			

Maths

Block 17- Pattern 4- lead on own reports
 Block 18- Shape, space and measure 5- start to puzzle
 Block 19- pattern 5- making patterns together
 Block 20- subitising 4- make games and actions
 Block 21-Pattern 6- make own pattern
 Block 22 Counting 5- show me 5
 Block 23- Pattern 6- stop at 1,2,3,4,5
 Block 24- Comparison 3- match sort, compare

Reception

Strand	Unit	Week	Week title	Early Learning Goal	
Number – addition and subtraction	Unit 14	Counting on and counting back	1	Adding by counting on	Have a deep understanding of number to 10, including the composition of each number.
			2	Taking away by counting back	
Number – number and place value	Unit 15	Numbers to 20	3	Counting to and from 20	Verbally count beyond 20, recognising the pattern of the counting system.
			4	Doubling	
Number – multiplication and division	Unit 16	Numerical patterns	5	Halving and sharing	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
			6	Odds and evens	
Geometry – properties of shape	Unit 17	Shape	7	Composing and decomposing shapes	There is no specific ELG related to this unit. This unit supports the Development Matters statement Select, rotate and manipulate shapes in order to develop spatial reasoning.
			8	Volume and capacity	
Number – number and place value	Unit 18	Measure	9	Volume and capacity	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
			10	Sorting into 2 groups	
Number – addition and subtraction	Unit 19 (Optional)	Sorting	11	Sorting into 2 groups	This unit is optional because sorting is not covered in the EYF5 Framework or Development Matters guidance for Reception. It does provide an introduction to the concept of sorting, which will be useful in Year 1.
			12	Sorting into 2 groups	
Measurement	Unit 20 (Optional)	Time	13	My day	This unit is optional because time is not covered in the EYF5 Framework or Development Matters guidance for Reception. It does provide a useful introduction to time, which will be covered in Year 1.
			14	My day	

Mini Project	Shadows and Reflections UW	Splash! UW
Science	Habitats- plants and animals	Part and functions- identifying parts of plants, similarities and differences

	<p>Observe- Habitats Identification and classification- woodland walk and name animals</p>		according to criteria		<p>Part and functions- identify common features of animals Physical things- groups materials according to criteria Observation- animals special features Phenomena- shadows Report and Conclude- day and night</p>	<p>Report and Conclude-carnivore and herbivore</p>		<p>Pattern Seeking- notice patterns in weather Identification and classification-group plants and trees according to features Living things- life cycle Part and functions- identifying parts of plants Report and conclude- Observe plants draw water through roots Observation- scavenger hunt for certain materials and textures, butterfly feeders Survival-creating compost</p>	
D&T	<p>Mechanisms and movement- make vehicles in construction</p>	<p>Structures- making bridges Generation of ideas- make items for a royal Materials for a purpose- make a puppet</p>			<p>D&T</p> <p>Materials for a purpose- cuddle pet Structures- space craft</p>			<p>D&T</p> <p>Sun hats</p>	<p>Structures- design and make a vehicle</p> <p>Design and make a an animal mask</p>
Art	<p>Paint and colour- Friendship Rainbow- patterns and colour mixing</p>	<p>Paper, fabric, metal and plastic-Make a mask</p>			<p>Art</p> <p>Pencil, ink, charcoal and pen- Constellation pictures using appropriate tools Creation- Space pictures- printing Paint and colour-Shades of colour</p>	<p>Pencil, ink, charcoal and pen-Prehistoric cave painting Evaluation-Dinosaur art- rubbings and prints Pencil, ink, charcoal and pen---Ammonite art- tracing shells wax resist Landscapes- dinosaur world</p>		<p>Art</p> <p>Creation-Sunflower art using a range of tools Significant people, artwork and movements- Bauerngarten by Gustav Klimt, The Flowered Garden by Claude Monet, Murnau The Garden II by Wassily Kandinsky or Flower Garden by Emile Nolde Painting- dream flower garden (Claude Monet) Creation, -Friendship rocks Malleable materials-Clay- flower pressing</p>	<p>Compare and contrast,- Aboriginal art painting Creation- Recycled weaving</p>
PSHE 1Decision	<p>Pink</p> <ul style="list-style-type: none"> Goes to school Has a new brother Feeling sad Misses mummy <p>Screen time</p>	<p>Orange</p> <ul style="list-style-type: none"> Brushes her teeth Feels worried Helps out Moves house Sleeps over 	<p>Red</p> <ul style="list-style-type: none"> Goes swimming Needs the toilet 		<p>PSHE 1Decision</p> <p>Blue</p> <ul style="list-style-type: none"> Explores road safety Gets lost Learns to share Best friend Indoor voice 	<p>Purple</p> <ul style="list-style-type: none"> Is poorly The passenger Watches the news Pet bird <p>Why does purple play differently</p>		<p>PSHE 1Decision</p> <p>Yellow</p> <ul style="list-style-type: none"> Goes on holiday Learns about germs Play fights Wants to play with Orange <p>Bed time</p>	<p>Green</p> <ul style="list-style-type: none"> Gets glasses Moves up a year Stays in hospital Green's Greens Daddy moves out <p>Rainbow</p> <ul style="list-style-type: none"> Feels angry

		<ul style="list-style-type: none"> • Visits the dentist • Hearing aid • Nut allergy 					<ul style="list-style-type: none"> • Visits the seaside • Helps at home • Food journey • Day out 	
PE –	Introduction to PE-Unit 1 Fundamentals Unit 1	Introduction to PE- Unit 2 Ball Skills Unit 1	PE –	Fundamentals Unit 2 Dance Unit 1	Gymnastics Unit 1 Ball Skills Unit 2	PE –	Dance Unit 2 Games Unit 1	Gymnastics Unit 2 Games Unit 2
ICT	Data and computational thinking- Beebot Fieldwork- take photos of the school community Creation- Use software to create outfits		ICT	Data and computational thinking- Floor robots	Software- use appropriate software to design a dinosaur	ICT	Digital Searching- Google street- local area	Data and computational thinking- Floor Robots
RE (Use cycle A)	What Makes Me Special?	Who is Special to Different People?	RE	Which Stories are Special to Different People?	How Do Different People Celebrate their Special Times?	RE	What Places are Special to Different People?	If the World is Special, How Should We Treat It?
Music			Music			Music		
MFL Language Angels	In the Jungle (Listening to songs) In this unit pupils will learn 7 jungle animals (nouns and definite articles/determiners) in the foreign language		MFL Language Angels	The Circus (Listening to songs) In this unit pupils will learn 7 circus acts (nouns and definite articles/determiners) in the foreign language		MFL Language Angels	Transport (Listening to songs) In this unit pupils will learn 7 modes of transport (nouns and definite articles/determiners) in the foreign language	