## Netherton Moss Primary School EYFS Curriculum - Autumn Term in Reception

Our Early Years Foundation Stage Curriculum is based on the following rational:

'Every child deserves the best possible start in life and the support that enables them to fulfil their potential. Children develop quickly in the early years and a child's experiences between birth and age five have a major impact on their future life chances. A secure, safe and happy childhood is important in its own right. Good parenting and high quality early learning together provide the foundation children need to make the most of their abilities and talents as they grow up.

'Practitioners must consider the individual needs, interests, and stage of development of each child in their care, and must use this information to plan a challenging and enjoyable experience for each child in all of the areas of learning and development.' EYFS April 2017

individual children's spontaneity, curiosity and natural desire to explore to learn. With careful observation and by using appropriate strategies at the right moment, we support children's well-being and learning. (In the Moment Planning).

In Reception, our intent is for children to work towards and achieve the Early Learning Goals in the prime and specific areas of learning. Our long term plan sets out an overview of predictable topics, interests, activities and texts. However, we embrace Our School Curriculum is underpinned by these key drivers: Communication Community Resilience Creativity Adventure Health Learner Profile - Our curriculum is intended to develop learners who are: Open-minded Thinkers Carina Knowledgeable Principled Balanced Reflective Inquirers Communicators Risk-takers **Early Learning Goals - Intent Planned Opportunities - Implementation** Autumn 1 Autumn 2 **Communication & Language Texts** Texts Where's My Teddy Penguin Pete Rainbow Fish Father Christmas Needs a Wee Harry and His Dinosaurs Go To School The Christmasaurus Mr Big Dear Father Christmas **Listening and attention:** children listen attentively in a range of situations. They listen to stories, accurately anticipating key events and respond to what they hear with relevant **Ongoing Activities & Opportunities Ongoing Activities & Opportunities** comments, questions or actions. They give their attention to what others say and respond Engage and participate in: Circle time, Story Time and Role Play Engage with and start to remember the story of Guy Fawkes appropriately, while engaged in another activity. Getting to know each other Engage with and start to remember the story of the Nativity Talk about personal experiences in class and group circle times, review times, class discussions Learn about Festivals of light - Christmas **Understanding:** children follow instructions involving several ideas or actions. They Use imaginative talk in role play, small world play, puppet play, Talk about personal experiences in class and group circle times, review times, class discussions answer 'how' and 'why' guestions about their experiences and in response to stories or Listen attentively in group times, play and to interactive videos. Use imaginative talk in role play, small world play, puppet play. events. Converse with others in all classroom areas Listen attentively in group times, play and to interactive videos. Develop language skills through structured and unstructured discussions linked to books, Speaking: children express themselves effectively, showing awareness of listeners' needs. topics, routines, events etc. They use past, present and future forms accurately when talking about events that have Choose to look at books alone and with others Talk about pictures in books happened or are to happen in the future. They develop their own narratives and Retell familiar stories in role play and small world etc. explanations by connecting ideas or events. Join in stories, rhymes and songs Talk about own experiences related to content of book To develop their own narratives, and to make up own stories inspired by books, poems, Literacy **Texts Texts** Where's My Teddy Penguin Pete Rainbow Fish Father Christmas Needs a Wee Harry and His Dinosaurs Go To School The Christmasaurus Mr Big Dear Father Christmas **Ongoing Activities & Opportunities Ongoing Activities & Opportunities** Listen attentively in group times, play and to audio tapes Develop language skills through structured and unstructured discussions linked to books, topics, routines, events etc. Reading: children read and understand simple sentences. They use phonic knowledge to Choose to look at books alone and with others decode regular words and read them aloud accurately. They also read some common RWI Bring books and take books home irregular words. They demonstrate understanding when talking with others about what Read class labels, names, signs Letters they have read. Talk about pictures in books Lists Retell familiar stories in role play and small world etc. Poetry/Rhyming Cards Join in stories, rhymes and songs Vocabulary work Writing: children use their phonic knowledge to write words in ways which match their Talk about own experiences related to content of book Develop language, literacy, and creative-thinking skills spoken sounds. They also write some irregular common words. They write simple Make up own stories inspired by books, poems, pictures, music etc Engage in a story sequence and other extension activities sentences which can be read by themselves and others. Some words are spelt correctly Make marks to signify writing Sequencing and others are phonetically plausible. Write cards, invitations, lists, books, labels, signs, messages, instructions, letters, guessing cards, zigzag books, flap books Write name at every opportunity –signing in, name on work etc. Practice forming letters using pens, pencils, crayons, chalks, paints, sand, dough,

Daily story time

Mathematical Development	Ongoing Activities & Opportunities	Ongoing Activities & Opportunities
Numbers: children count reliably with numbers from 1 to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing.  Shape, space and measures: children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.	Number—Counting objects securely to 10 Number—Numeral recognition and order to 10  Sing number songs and rhymes e.g. Two little Dickie Birds, Five green bottles. Two little speckled frogs. Count 1-5, 1-10, 1-20 Recognise errors in counting backwards and forwards using puppet (missing number, repeated number, wrong order) Recite number names in order, continuing the count forwards or backwards from a given number Estimate small numbers without counting e.g. 1-6 dice/dominoes or fingers Recognise none and zero in stories, rhymes and when counting Play error games with puppet e.g. count same object twice, miss out an object, make an error in counting sequence, touch but don't name, summarise incorrectly) Count quietly on fingers and in head Estimate a number and check by counting Recognise numerals 1-9, then 0 and 10, then 10 and beyond	Calculation— addition and subtraction 2D shape, measuring length and weight  Count a set of objects (5, 10, 20) giving just one number name to each object Count sounds, movements, moving things, objects in a circle, blank number track Compare two numbers and say which is more or less Say a number which lies between two given numbers Begin to use the vocabulary of adding and subtracting Find one more or one less than a number from 1-10 Solve simple practical problems and respond to "what could we try next?"
Understanding the World	Ongoing Activities & Opportunities	Ongoing Activities & Opportunities
People and communities: children talk about past and present events in their own lives and in the lives of family members. They know that other children don't always enjoy the same things, and are sensitive to this. They know about similarities and differences between themselves and others, and among families, communities and traditions.  The world: children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environments might vary from one another. They make observations of animals and plants and explain why some things occur, and talk about changes.  Technology: children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	<ul> <li>Similarities and differences in our Family</li> <li>Family trees</li> <li>How we grow and change over time</li> <li>Floating and sinking</li> <li>Hibernation</li> <li>Tree Watch</li> </ul>	<ul> <li>Changes in seasons</li> <li>Winter</li> <li>Halloween</li> <li>Bonfire night</li> <li>Festivals of light – Christmas cookery</li> <li>Freezing and thawing</li> <li>Observation of the changes in water and ice</li> <li>Light</li> </ul>
Expressive Arts and Design	Ongoing Activities & Opportunities	Ongoing Activities & Opportunities
Exploring and using media and materials: children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.  Being imaginative: children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role-play and stories.	<ul> <li>Role play</li> <li>Build a repertoire of songs and dances.</li> <li>Explores the different sounds of instruments.</li> <li>Explores what happens when they mix colours.</li> <li>To experiment to create different textures.</li> <li>To understand that different media can be combined to create new effects.</li> <li>Selects appropriate resources and adapts work where necessary.</li> <li>Self-portraits- Create simple representations of events, people and objects.</li> <li>Chooses particular colours to use for a purpose.</li> <li>Introduces a storyline or narrative into their play.</li> <li>Plays alongside other children who are engaged in the same theme.</li> </ul>	<ul> <li>Making Christmas decorations</li> <li>Singing</li> <li>Performance</li> <li>Printing wrapping paper</li> <li>Make cards</li> <li>Constructs with a purpose in mind, using a variety of resources.</li> <li>Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.</li> <li>Plays cooperatively as part of a group to develop and act out a narrative.</li> </ul>

Physical Development	Ongoing Activities & Opportunities	Ongoing Activities & Opportunities
Moving and handling: children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.  Health and self-care: children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe. They manage their own basic hygiene and personal needs successfully, including dressing and going to the toilet independently.	<ul> <li>Outdoor area exploration</li> <li>Experiments with different ways of moving.</li> <li>Jumps off an object and lands appropriately.</li> <li>Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.</li> <li>Travels with confidence and skill around, under, over and through balancing and climbing equipment.</li> <li>Shows increasing control over an object in pushing, patting, throwing, catching or kicking it.</li> <li>Shows a preference for a dominant hand.</li> <li>Begins to use anticlockwise movement and retrace vertical lines.</li> <li>Begins to form recognisable letters.</li> </ul>	<ul> <li>Eats a healthy range of foodstuffs and understands need for variety in food.</li> <li>Usually dry and clean during the day.</li> <li>Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health.</li> <li>Shows understanding of the need for safety when tackling new challenges, and considers and manages some risks.</li> <li>Shows understanding of how to transport and store equipment safely.</li> <li>Practices some appropriate safety measures without direct supervision</li> </ul>
Personal, social and emotional development	Ongoing Activities & Opportunities	Ongoing Activities & Opportunities
Self-confidence and self-awareness: children are confident to try new activities, and say why they like some activities more than others. They are confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities. They say when they do or don't need help.  Managing feelings and behaviour: children talk about how they and others show feelings, talk about their own and others' behaviour, and its consequences, and know that some behaviour is unacceptable. They work as part of a group or class, and understand and follow the rules. They adjust their behaviour to different situations, and take changes of routine in their stride.  Making relationships: children play co-operatively, taking turns with others. They take account of one another's ideas about how to organise their activity. They show sensitivity to others' needs and feelings, and form positive relationships with adults and other children.	<ul> <li>Can select and use activities and resources with help.</li> <li>Uses and puts away resources in school.</li> <li>Confident to speak to others about own needs, wants, interests and opinions.</li> <li>Circle time activities.</li> <li>Confident to talk to other children when playing, and will communicate freely about own home and community.</li> <li>Aware of own feelings, and knows that some actions and words can hurt others' feelings.</li> <li>Begins to accept the needs of others and can take turns and share resources, sometimes with support from others.</li> <li>Circle time-how to be a good friend.</li> <li>Espresso videos</li> <li>Demonstrates friendly behaviour, initiating conversations and forming good relationships with</li> </ul>	<ul> <li>Digital Citizenship and technology</li> <li>Informed Choices</li> <li>Diet and Health</li> <li>Choosing a healthy Diet</li> <li>Initiates conversations, attends to and takes account of what others say.</li> <li>Explains own knowledge and understanding, and asks appropriate questions of others.</li> <li>Takes steps to resolve conflicts with other children, e.g. finding a compromise.</li> </ul>

## Netherton Moss Primary School EYFS Curriculum - Spring Term in Reception

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In Reception, our intent is for children to work towards and achieve the Early Learning Goals in the prime and specific areas of learning. Our long-term plan sets out an overview of predictable topics, interests, activities and texts. However, we embrace

in Reception, our intent is for children to work towards and achieve the Early Learning individual children's spontaneity, curiosity and natural desire to explore to learn. Wi		
	Our School Curriculum is underpinned by these key <b>drivers</b> :	
Con	nmunication Community Resilience Creativity Adventure He	ealth
	Learner Profile - Our curriculum is intended to develop learners who are:	
Inquirers Open-minded Think	cers Caring Knowledgeable Principled Balanced Commu	nicators Reflective Risk-takers
Early Learning Goals - Intent		Planned Opportunities - Implementation
EYFS Areas of Learning 22-36 months 30 to 50 months 40 to 60 months	Spring 1	Spring 2
Communication and Language	Texts	Texts
Listening and attention  - Listens with interest to the noises adults make when they read stories.  - Recognises and responds to many familiar sounds e.g. turning to a knock on the door, looking at or going to the door.  - Shows interest in play with sounds, songs and rhymes.  - Single channelled attention. Can shift to a different task if attention fully obtained.  - Listens to others one to one or in small groups, when conversation interests them.  - Listens to stories with increasing attention and recall.  - Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories.  - Focusing attention – still listen or do, but can shift own attention.  - Is able to follow directions (if not intently focused on own choice of activity).  - Wo-channelled attention, concentrates and sits quietly during appropriate activity.  - Two-channelled attention – can listen and do for short span.  - Understanding  - Identifies action words by pointing to the right picture e.g. who's jumping?  - Understands more complex sentences e.g. put your toys away and then we'll read a book.  - Understands, 'who, what, where' in simple questions  - Developing understanding of simple concepts e.g. big/little  - Understands use of objects (e.g. "What do we use to cut things?")  - Shows understanding of prepositions such as 'under', 'on top', 'behind' by carrying out an action or selecting correct picture.  - Responds to simple instructions, e.g. to get or put away an object.  - Responds to instructions involving a two-part sequence.  - Understands humour, e.g. nonsense rhymes, jokes.  - Able to follow a story without pictures or props.  - Listens and responds to ideas expressed by others in conversation or discussion.  - Speaking  - Uses language as a powerful means of widening contacts, sharing feelings, experiences and thoughts.  - Holds a conversation, jumping from topic to topic.  - Learns new words very rapidly and is able to use them in communicating.  - Uses language as a powerful means of widening contacts,	Traditional Tales Traditional Tales Texts The three little pigs Billy Goats Gruff Little Red Riding Hood Goldilocks and the three bears Jack and the Beanstalk The gingerbread man  -Maintains attention, concentrates and sits quietly during appropriate activityTwo-channeled attention – can listen and do for short spanBeginning to understand 'why' and 'how' questionsResponds to instructions involving a two-part sequenceUnderstands humour, e.g. nonsense rhymes, jokesAble to follow a story without pictures or propsListens and responds to ideas expressed by others in conversation or discussionIntroduces a storyline or narrative into their playUses language to imagine and recreate roles and experiences in play situationsBuilds up vocabulary that reflects the breadth of their experiencesUses talk in pretending that objects stand for something else in play, e,g, 'This box is my castle.' -Write initial letter sounds	Ongoing Activities & Opportunities Superheroes Texts Super Ted Traction Man Super Daisy Juniper Juniper Nat Fantastic  -Look out for a range of books and comics that focus on fictional characters who perform heroic deeds. Traditional favourites include Superman, Super Ted, Batman and Spiderman. Include non-fiction texts that focus on the everyday world including professions that can involve heroic actions such as firefighters, ambulance crew, hospital staff, police officers and so on.  -Create a personalised superhero logo to wear for role play. AlA: Look at pictures of Superman¹™ wearing his bold 'S'-shaped logo. Encourage the children to identify the initial sound of their name, for example, 'S' for 'Suzie', 'A' for 'Ali' and so on  -In groups chn produce comic strips based on their own invented superhero and use it to tell a story. Chn work together to add captions and speech bubbles to enhance their comic strips.  -Discuss how super powers have helped people with everyday occupations to do their jobs more efficiently. Can the children think of other jobs that would benefit from super powers, for example, a park keeper who could attract litter into a bin by waving a supersized hand  -Look at the special clothing worn by the superheroes and search for letters on them. What do the children think that the letters 'FF', 'P' and 'Z' signify? Make hatbands for imaginary superheroes and w on them, for example, 'SL' for 'super litterpicker'

• Uses talk to organise, sequence and clarify thinking, ideas, feelings and events.

Introduces a storyline or narrative into their play.

Early Learning Goals - Intent	Planned Opportunitie	s - Implementation
Literacy	Spring 1	Spring 2
Reading	RWI	RWI - Ditties
- Has some favourite stories, rhymes, songs, poems or jingles.	Reading	Reading
- Repeats words or phrases from familiar stories	Writing letters	Segmenting words
-Fills in missing word or phrase in a known rhyme, story or game e.g. Humpty Dumpty sat on a	Rhyme	Writing sentences – Superhero information
• Enjoys rhyming and rhythmic activities.		
Shows awareness of rhyme and alliteration.	Specific	Design and name a superhero
Recognises rhythm in spoken words.	Features of a traditional tale	Characters – superheroes and villains
Listens to and joins in with stories and poems, one-to-one and also in small groups.	Story language	Superhero slogans
Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories.	Sequencing the story— understanding that stories have a beginning, middle and	Predicting story endings
Beginning to be aware of the way stories are structured.	end.	Stories with familiar settings
Suggests how the story might end.		Superhero stories
Listens to stories with increasing attention and recall.	Dramatize story with puppets/masks /playscript	Poetry 'If I was a superhero'
Describes main story settings, events and principal characters.	Write a letter of apology from Goldilocks	Recipes – 'Superhero power potion'
Shows interest in illustrations and print in books and print in the environment.	Sequence story	Postcards
Recognises familiar words and signs such as own name and advertising logos.	Turn home corner into Bears' cottage to re-enact scenes.	Planning and writing a superhero story
Looks at books independently.	Writing for a specific purpose – lists for a building site etc.	Guided reading and handwriting
Handles books carefully.	Comparing different versions of the story	In groups chn produce comic strips based on their own invented superhero
Knows information can be relayed in the form of print.	Story sequencing	and use it to tell a story. Chn work together to add captions and speech
Holds books the correct way up and turns pages.	Hot-seating	bubbles to enhance their comic strips.
Knows that print carries meaning and, in English, is read from left to right and top to bottom.	Estate agent's particulars	
Continues a rhyming string.	Instruction writing— children to grow their own bean and write instructions of the	
Hears and says the initial sound in words.	process.	
• Can segment the sounds in simple words and blend them together and knows which letters represent some	Rewriting a story–children to change the setting.	
of them.		
Links sounds to letters, naming and sounding the letters of the alphabet.		
Begins to read words and simple sentences.		
Uses vocabulary and forms of speech that are increasingly influenced by their experiences of books.		
Enjoys an increasing range of books.		
Knows that information can be retrieved from books and computers.		
Writing		
- Distinguishes between the different marks they make.		
Sometimes gives meaning to marks as they draw and paint.		
Ascribes meanings to marks that they see in different places.		
Gives meaning to marks they make as they draw, write and paint.		
Begins to break the flow of speech into words.		
Continues a rhyming string.		
Hears and says the initial sound in words.		
Can segment the sounds in simple words and blend them together.		
Links sounds to letters, naming and sounding the letters of the alphabet.		
• Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in		
sequence.		
Writes own name and other things such as labels, captions.		
<ul> <li>Attempts to write short sentences in meaningful contexts.</li> </ul>		

Early Learning Goals - Intent	Planned Opportunities - Implementation		
Mathematics	Spring 1	Spring 2	
umbers	Making porridge – measure	Weight	
Selects a small number of objects from a group when asked for example, 'please give me one'			
Recites some number names in sequence	Positional language.	Measures	
Creates and experiments with symbols and marks representing ideas of number	Long and short	2D and 3D shape	
Begins to make comparisons between quantities		·	
Uses some language of quantities such as more and a lot.	Measures	• Sharing	
nows that a group of things changes in quantity when something is added or taken away.	• Numicon	Numicon	
Uses some number names and number language spontaneously.	Counting activities	Money	
Uses some number names accurately in play.	_	· ·	
Recites numbers in order to 10.	Number games	Number bonds	
Knows that numbers identify how many objects are in a set.	<ul> <li>Number—Estimating and counting irregular</li> </ul>		
Beginning to represent numbers using fingers, marks on paper or pictures.	objects Number– recognise teen numbers		
Sometimes matches numeral and quantity correctly.			
Shows curiosity about numbers by offering comments or asking questions.	Calculation— addition and subtraction		
Compares two groups of objects, saying when they have the same number.	Recap number: Number recognition 1-20		
Shows an interest in number problems.			
Separates a group of three or four objects in different ways, beginning to recognise that the total is still the same.	Recap formation and correspondence		
Shows an interest in numerals in the environment.	• 1 more/less		
• Shows an interest in representing numbers.			
• Realises not only objects, but anything can be counted, including steps, claps or jumps.			
• Recognise some numerals of personal significance.			
• Recognises numerals 1 to 5.			
Counts up to three or four objects by saying one number name for each item.			
Counts actions or objects which cannot be moved.			
Counts objects to 10 and beginning to count beyond 10.			
Counts out up to six objects from a larger group.			
• Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.			
• Counts an irregular arrangement of up to ten objects.			
• Estimates how many objects they can see and checks by counting them.			
• Uses the language of 'more' and 'fewer' to compare two sets of objects.			
• Finds the total number of items in two groups by counting all of them• Says the number that is one more than a given number.			
• Finds one more or one less from a group of up to five objects, then ten objects.			
In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.			
Records, using marks that they can interpret and explain.			
• Begins to identify own mathematical problems based on own interests and fascinations.			
Shape, Space and Measure			
Notices simple shapes and patterns in pictures			
Beginning to categorise objects according to properties such as shape and size			
Begins to use the language of size			
Understands some talk about immediate past and future e.g. before, later and soon.			
Anticipates specific time-based events such as mealtimes or home time.			
Shows an interest in shape and space by playing with shapes or making arrangements with objects.			
Shows awareness of similarities of shapes in the environment.			
Uses positional language.			
Shows interest in shape by sustained construction activity or by talking about shapes or arrangements.			
Shows interest in shapes in the environment.			
Uses shapes appropriately for tasks.			
Beginning to talk about the shapes of everyday objects, e.g. 'round' and 'tall'.			
Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes.			
Selects a particular named shape.			
Can describe their relative position such as 'behind' or 'next to'.			
Orders two or three items by length or height.			
Orders two items by weight or capacity.			
Uses familiar objects and common shapes to create and recreate patterns and build models.			
Uses everyday language related to time.			
Beginning to use everyday language related to money.			
• Orders and sequences familiar events.			
• Measures short periods of time in simple ways.			
mediates short periods of time in simple ways.			

	Planned Opportun	ities - Implementation
Understanding the World	Spring 1	Spring 2
People and Communities	Chinese New Year – cookery, dancing	Superheroes
- Has a sense of own immediate family and relations.	Pancake Day	-Look at the picture of the postman with long arms and talk about they
In pretend play, imitates everyday actions and events from own family and cultural background e.g making and drinking tea.	Seasons	help him to deliver the post. Find pictures in a catalogue showing devices
-Beginning to have their own friends	Magnets	for people with physical disabilities, for example, to help them pick up
-Learns that they have similarities and differences that connect them to, and distinguish them from others.		things from the floor or open a screwtop jar. Invite the children to design a
Shows interest in the lives of people who are familiar to them.	<u>Fairytales</u>	device to help someone with limited mobility, such as a cane with a
Remembers and talks about significant events in their own experience.	Comparing materials:	feather duster tied to the top for dusting a high shelf.
Recognises and describes special times or events for family or friends.	Wood, straw, brick, foil, plastic, wool	
Shows interest in different occupations and ways of life.	Objects and their purposes e.g. welly – why do we use it?	-Explore the everyday clothes that the boy is wearing on the poster
• Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family.	Material etc. Where do these materials come from?	together and name each garment. How do his clothes change when he
Enjoys joining in with family customs and routines	What does your house look like?	becomes a superhero? How might a cloak and a streamlined suit help a
The World	Parts of a house. Different kinds of houses. What is inside	superhero? Discuss the types of materials that would be needed to ensure
- Enjoys playing with small-world models such as a farm, a garage, or train track.	house/outside? Houses around the world. Do we all have homes?	that the properties match the purpose of his rescue. E.g. What kind of
- Notices detailed features of objects in their environment.		material would the cape need to be made from if rescuing someone from
• Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world.	Our homes – what are they made of and why?	a sinking ship? How might the material need to be different if going into a
Can talk about some of the things they have observed such as plants, animals, natural and found objects.	Growing a bean. What does it need to grow?	burning building/ an ice cave? Supply the children with mark-making
Talks about why things happen and how things work.	Class investigation- Beans in different environments.	materials and invite them to design a superhero outfit. Provide chn with a
Developing an understanding of growth, decay and changes over time.	What does a builder wear? Why?	superhero image and boxes of various materials. Help them to explore,
Shows care and concern for living things and the environment	Goggles, High vis jacket, Ear muffs, Gloves, Safety boots, Safety belt,	talk about and select the most appropriate materials to meet their
• Looks closely at similarities, differences, patterns and change.	Helmet	superheroes needs. Display their drawings around the poster.
Technology		
- Seeks to acquire basic skills in turning on and operating some ICT equipment.		-Look at how the superhero moves leaves into a pile for the gardener by
- Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car.		blowing them. Could the children do this? Why not? Explore what they are
Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.		actually able to move by blowing using straws to direct the air, for
Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.		example, rolling ping-pong balls into a goal or sailing home-made boats on
• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.		a water tray.
Knows that information can be retrieved from computers		
Completes a simple program on a computer.		

Early Learning Goals - Intent	Planned Op	portunities - Implementation
Expressive Arts and Design	Spring 1	Spring 2
xploring and Using materials	Making Chinese New Year artefacts	Making Mother's day cards and gifts
Joins in singing favourite songs	Paper folding	Role play – Superhero Den
Creates sounds by banging, shaking, tapping or blowing.	Mask making of characters from chosen fairytales.	Workshop – Superhero models
Shows an interest in the way musical instruments sound.	3D houses for the 3 little pigs	
Experiments with blocks, colours and marks.	Making a beanstalk	Create bat-themed masks for imaginative play: Look at the pictures of
Enjoys joining in with dancing and ring games.	Baking gingerbread men	Batman™ wearing his black clothing, mask and flowing cape. Then look at
Sings a few familiar songs.		pictures of real bats and talk about their prominent features, for example,
Beginning to move rhythmically.		the colour of their body, the shape of their face and the appearance of
Imitates movement in response to music.		their wings. Encourage the children to notice fine details such as the
Taps out simple repeated rhythms.		texture of their body, the claws on their feet and the shape of their ears.
Explores and learns how sounds can be changed.		Provide the children with a wide range of dark materials and invite them
Explores colour and how colours can be changed.		to explore how to create simple bat-themed items for imaginative play, for
Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects.		example, a large sweeping cloak, a black mask or a bat-shaped puppet.
Beginning to be interested in and describe the texture of things		Encourage the children to use their clothes, masks and props for
Uses various construction materials.		imaginative play based on superheroes. MA: Help the children during the
Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.		practical task of cutting, gluing and trimming the materials. HA: Encourage
Joins construction pieces together to build and balance.		the children to draw a picture of the props, masks or clothes and to make
Realises tools can be used for a purpose.		plans of what they will need before construction. LA: Provide a range of
Begins to build a repertoire of songs and dances.		fancy-dress items and props to inspire and model imaginative play
Explores the different sounds of instruments.		Create large scale life-sized superheroes:
Explores what happens when they mix colours.		Encourage chn's creative skills by inviting them to create a life-sized
Experiments to create different textures.		picture of their superhero. Model getting chn to lay flat on a long strip of
Understands that different media can be combined to create new effects.		paper, such as the blank side of a sheet of wallpaper, and invite pairs to
• Manipulates materials to achieve a planned effect.		draw around the body. Model and support chn to decorate the life-sized
Constructs with a purpose in mind, using a variety of resources.		outline with paint or collage materials to represent their self chosen
• Uses simple tools and techniques competently and appropriately.		special hero. If necessary, collect pictures, posters or photographs of the
Selects appropriate resources and adapts work where necessary		character as a visual reference. Display the life-sized superhero in an area
		of the setting to help inspire discussion about the character and their
Being Imaginative		heroic actions
Beginning to use representation to communication, e.g. drawing a line and saying, 'That's me'.		
Beginning to make-believe by pretending.		Superhero Songs and Rhymes:Learn and remember a variety of songs
Developing preferences for forms of expression.		about superheroes using actions and simple percussion instruments
Uses movement to express feelings.		and a superine roce using actions and simple persussion more among
• Creates movement in response to music.		
• Sings to self and makes up simple songs.		
• Makes up rhythms.		
Notices what adults do, imitating what is observed and then doing it spontaneously when the adult is not there.		
• Engages in imaginative role-play based on own first-hand experiences.		
• Builds stories around toys, e.g. farm animals needing rescue from an armchair 'cliff'.		
• Uses available resources to create props to support role-play.		
• Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words.		
Create simple representations of events, people and objects.		
• Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.		
• Chooses particular colours to use for a purpose.		
Introduces a storyline or narrative into their play.		
introduces a story into si flatitutive into their play.		
Plays alongside other children who are engaged in the same theme.		

Early Learning Goals - Intent	Planned Opportunities - Implementation	
Physical Development	Spring 1	Spring 2
Aoving and handling	Making shapes – Tops Play	Using Gardening Tools
Runs safely on whole foot	Gymnastics	Travelling – Tops Play
Squats with steadiness to rest or play with object on the ground, and rises to feet without using hands	Different ways of travelling	Healthy eating
Climbs confidently and is beginning to pull themselves up on nursery play climbing equipment.	Correct way to land	Using different tools
Can kick a large ball.	Forest School	Safety
Turns pages in a book, sometimes several at once	Uses simple tools to effect changes to materials.	-Experiments with different ways of moving.
Shows control in holding and using jugs to pout, hammers, books and mark-making tools.	Handles tools, objects, construction and malleable materials safely and	-Jumps off an object and lands appropriately.
Beginning to use three fingers to hold writing tools	with increasing control	-Negotiates space successfully when playing racing and chasing game
Imitates drawing simple shapes such as circles and lines.	with increasing control	with other children, adjusting speed or changing direction to avoid
Walks upstairs and downstairs holding onto rail two feet to a step.		obstacles.
May be beginning to show preferences for dominant hand.		- Travels with confidence and skill around, under, over and through
Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping,		balancing and climbing equipment.
liding and hopping.		-Shows increasing control over an object in pushing, patting, throwin
Mounts stairs, steps or climbing equipment using alternate feet.		catching or kicking it.
Walks downstairs, two feet to each step while carrying a small object.		
Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles.		
Can stand momentarily on one foot when shown.		
Can catch a large ball.		
Draws lines and circles using gross motor movements.		
Uses one-handed tools and equipment, e.g. makes snips in paper with child scissors.		
Holds pencil between thumb and two fingers, no longer using whole-hand grasp.		
Holds pencil near point between first two fingers and thumb and uses it with good control.		
Can copy some letters, e.g. letters from their name.		
Experiments with different ways of moving.		
Jumps off an object and lands appropriately.		
Negotiates space successfully when playing racing and chasing games with other children, adjusting sTravels with confidence and skill around, under,		
over and through balancing and climbing equipment.		
Shows increasing control over an object in pushing, patting, throwing, catching or kicking it.		
Uses simple tools to effect changes to materials.		
Handles tools, objects, construction and malleable materials safely and with increasing control.		
Shows a preference for a dominant hand.		
Begins to use anticlockwise movement and retrace vertical lines.		
Begins to form recognisable letters.		
Uses a pencil and holds it effectively to form recognisable letters, most of which are correctly formed		
lealth and self-care		
Feeds self-competently with spoon		
Drinks well without spilling		
Clearly communicates their need for potty or toilet.  Beginning to recognise danger and seeks support of significant adults for help.		
Helps with clothing e.g. puts on hat, unzips zipper on jacket, takes off unbuttoned shirt.		
Beginning to be independent in self-care, but still often needs adult support.		
Can tell adults when hungry or tired or when they want to rest or play.		
Observes the effects of activity on their bodies.		
Understands that equipment and tools have to be used safely.		
Gains more bowel and bladder control and can attend to toileting needs most of the time themselves.		
Can usually manage washing and drying hands.		
Dresses with help, e.g. puts arms into open-fronted coat or shirt when held up, pulls up own trousers, and pulls up zipper once it is fastened at the		
ottom.		
Eats a healthy range of foodstuffs and understands need for variety in food.		
Usually dry and clean during the day.		
Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health.		
Shows understanding of the need for safety when tackling new challenges, and considers and manages some risks.		
Shows understanding of how to transport and store equipment safely.		
Practices some appropriate safety measures without direct supervisionpeed or changing direction to avoid obstacles.		

PSED  Relationships - Interested in others' play and starting to join in - Seeks out others to share experiences - Shows affection and concern for people who are special trot when with the starting concern for people who are special friendship with another child Any form as pecial friendship with another child Interested in others' play in a group, extending and elaborating play ideas, e.g., building up a role-play activity with other child en linitates play, effering users to peers to pion them Keeps play going by responding to what others are saying or doing Demonstrates friendly behaviour, initiating conversations and forming good relationships with peers and familiar adults Riday form as persecutive them in a fairty rate of the peers to pion them Keeps play going by responding to what others are saying or doing Demonstrates friendly behaviour, initiating conversations and forming good relationships with peers and familiar adults Riday form as peers to pion them Relationships - Encourage chin to work as a gra as they make and cook gingerbread men. (PSS) - Genge of Goals: Remind the children circle time skills: Eyes to see, Ears to hear, doing for Goals: Remind the children circle time skills: Eyes to see, Ears to hear, doing for Goals: Remind the children circle time skills: Eyes to see, Ears to hear, doing for Goals: Remind the children circle and hard to make accounted what to them in the produce of the peers to pion them Intitudes converted their character. Pass around the converted their character. Pass around the converted their character. Pass around the children at the lider of and model: When I was a baby! could, Now I can, Whet are saying or doing Linitates conversations, attends to and takes account of what others say Exployer resolve conflicts with other children, e.g. finding a compromise Self Confidence and awareness - Separates from main carre with support and encouragement from a familiar adult - Expresses own preferences Can select and use act
Relationships - Interested in others' play and starting to join in - Seeks out others to share experiences - Shows affection and concern for people who are special to them May form a special irrendship with another child Hay form a special irrendship with another child
<ul> <li>Confident to speak to others about own needs, wants, interests and opinions.</li> <li>Can describe self in positive terms and talk about abilities Managing feelings and behaviour</li> <li>Seeks confort from familiar adults when needed</li> <li>Can express their own feelings and wishes of others.</li> <li>Aware that some actions can hurt or harm others.</li> <li>Tries to help or give comfort when others are distressed</li> <li>Shows understanding and cooperated with some boundaries and routines.</li> <li>Can inhibit own actions affect other people, for example, becomes upset or ties to comfort another child when they realise they have upset them.</li> <li>Beginning to be able to negotiate and solve problems without aggression, e.g. when someone has taken their toy.</li> <li>Beginning to be able to negotiate and solve problems without aggression, e.g. when someone has taken their toy.</li> <li>Beginning to be able to negotiate and solve problems without aggression, e.g. when someone has taken their toy.</li> <li>Beginning to be able to negotiate and solve problems without aggression, e.g. when someone has taken their toy.</li> <li>Beginning to be able to negotiate and solve problems without aggression, e.g. when someone has taken their toy.</li> </ul> The company of the proprious of t

## Netherton Moss Primary School EYFS Curriculum - Summer Term in Reception

Our Early Years Foundation Stage Curriculum is based on the following rational:

'Every child deserves the best possible start in life and the support that enables them to fulfil their potential. Children develop quickly in the early years and a child's experiences between birth and age five have a major impact on their future life chances. A secure, safe and happy childhood is important in its own right. Good parenting and high-quality early learning together provide the foundation children need to make the most of their abilities and talents as they grow up. '

'Practitioners must consider the individual needs, interests, and stage of development of each child in their care and must use this information to plan a challenging and enjoyable experience for each child in all of the areas of learning and development.' EYFS April 2017

In Reception, our intent is for children to work towards and achieve the Early Learning Goals in the prime and specific areas of I spontaneity, curiosity and natural desire to explore to learn. With careful observation and by using appropriate strategies at the ri		
	n is underpinned by these key <b>drivers</b> :	O,
Communication Community	Resilience Creativity Adventure Health	
Learner Profile - Our curricul	lum is intended to develop learners who are:	
Inquirers Open-minded Thinkers Caring Knowledged	able Principled Balanced Communicators Reflective	Risk-takers
Early Learning Goals - Intent	Planned Opportunities - Imp	lementation
EYFS Areas of Learning 22-36 months 30 to 50 months 40 to 60 months	Summer 1	Summer 2
Communication and Language	Texts	Texts
<ul> <li>Listening and attention</li> <li>Listens to others one to one or in small groups, when conversation interests them.</li> <li>Listens to stories with increasing attention and recall.</li> </ul>	Ongoing Activities & Opportunities Lead topic – To Infinity and Beyond  Texts	Ongoing Activities & Opportunities <u>Texts</u> <u>Lead Topic – Beside the Seaside, Beside the Sea</u>
<ul> <li>Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories.</li> <li>Focusing attention – still listen or do, but can shift own attention.</li> <li>Is able to follow directions (if not intently focused on own choice of activity).</li> </ul>	Whatever Next? Aliens Love Underpants	Lighthouse Keepers Lunch  Katie Morag's Island Stories
<ul> <li>Maintains attention, concentrates and sits quietly during appropriate activity.</li> <li>Two-channelled attention – can listen and do for short span. Early Learning Goal Children listen attentively in a range of situations. They listen to stories,</li> </ul>	Man on the Moon Ongoing Activities	Snail and the Whale Flotsam
accurately anticipating key events and respond to what they hear with relevant comments, questions or actions. They give their attention to what others say and respond appropriately, while engaged in another activity  Understanding	Sing topic related songs - introduction of new vocab - New topic related words: Earth, oxygen, gravity, Planet names Milky Way, moon, outer	Winnie at the Seaside  Role play areas- ice cream van, seaside shop, beach hut, travel
<ul> <li>Identifies action words by pointing to the right picture e.g. who's jumping?</li> <li>Understands more complex sentences e.g. put your toys away and then we'll read a book.</li> <li>Understands, 'who, what, where' in simple questions</li> </ul>	space, star; Mars, comet, look at different planets, stars etc.  -Answer who, what, where, when, how, why questionsGrown up word of the week to	agents  Drama- acting out stories
-Developing understanding of simple concepts e.g. big/little  • Understands use of objects (e.g. "What do we use to cut things?")	encourage language development  - Listening corner	Talking about their experiences of holidays- express opinions and ideas
<ul> <li>Shows understanding of prepositions such as 'under', 'on top', 'behind' by carrying out an action or selecting correct picture.</li> <li>Responds to simple instructions, e.g. to get or put away an object.</li> <li>Beginning to understand 'why' and 'how' questions.</li> </ul>	<ul> <li>Language structures: comparison Earth/Moon They are different/ They are the same because</li> <li>Classifying language; This is a Story sequencing language: First, then, next after, finally</li> </ul>	Listen to and respond to stories, asking relevant questions.  Anticipate key events in stories and give reasons why.  Use talk to organise, sequence and clarify thinking, ideas, feeling and
<ul> <li>Responds to instructions involving a two-part sequence.</li> <li>Understands humour, e.g. nonsense rhymes, jokes.</li> <li>Able to follow a story without pictures or props.</li> </ul>	etc.  -Constant modelling of correct past, present and future tense	events.  Hot holidays vs. cold holidays.
• Listens and responds to ideas expressed by others in conversation or discussion. Early Learning Goal Children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences and in response to stories or events.	-Maths language- addition, add, altogether, take away, less, fewer, more -Positional language: next to, beside, in front, behind, above, under etc. Whatever Next	For and against argument justifying reasons and ideas.  Creating their own puppet show and acting it out using finger
. Early Learning Goal Children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences and in response to stories or events.  Speaking	-Sequential language: first, then, next, afterwards, finally -How and why questions: How did Baby Bear get to the moon? Why did mummy bear say	puppets/hand puppets. Perform to friends/audience.
<ul> <li>Uses language as a powerful means of widening contacts, sharing feelings, experiences and thoughts.</li> <li>Holds a conversation, jumping from topic to topic.</li> <li>Learns new words very rapidly and is able to use them in communicating.</li> </ul>	'Whatever Next' -Hot Seating/Question time linked to the text	
<ul><li>Uses gestures, sometimes with limited talk e.g. reaches towards a toy.</li><li>Uses a variety of questions</li></ul>	- Past tense: Baby Bear saw/Baby Bear went -Descriptive language to describe the setting	
<ul> <li>-Uses simple sentences</li> <li>-Beginning to use word endings</li> <li>• Beginning to use more complex sentences to link thoughts (e.g. using and, because).</li> </ul>	-Use of because Baby Bear came home because  Aliens love underpants	
<ul> <li>Can retell a simple past event in correct order (e.g. went down slide, hurt finger).</li> <li>Uses talk to connect ideas, explain what is happening and anticipate what might happen next, recall and relive past experiences.</li> <li>Questions why things happen and gives explanations. Asks e.g. who, what, when, how.</li> </ul>	Why did the aliens come to earth? Why did they want our underpants?	
<ul> <li>Uses a range of tenses (e.g. play, playing, will play, played).</li> <li>Uses intonation, rhythm and phrasing to make the meaning clear to others.</li> </ul>	-How did they travel to Earth? -How did they steal the underpants? - If an alien came to visit I would	
<ul> <li>Uses vocabulary focused on objects and people that are of particular importance to them.</li> <li>Builds up vocabulary that reflects the breadth of their experiences.</li> <li>Uses talk in pretending that objects stand for something else in play, e,g, 'This box is my castle.'</li> </ul>	Man on the Moon	
<ul> <li>Extends vocabulary, especially by grouping and naming, exploring the meaning and sounds of new words.</li> <li>Uses language to imagine and recreate roles and experiences in play situations.</li> </ul>	-How did all the visitors get to the moon? - Why are the craters empty?	
<ul> <li>Links statements and sticks to a main theme or intention.</li> <li>Uses talk to organise, sequence and clarify thinking, ideas, feelings and events.</li> <li>Introduces a storyline or narrative into their play.</li> </ul>	-What are the patterns in the story? Talk about time mentioned, all the hidden aliens what are they doing? Bob doesn't think there are anyWhere does all of the litter come	
Early Learning Goal Children express themselves effectively, showing awareness of listeners' needs. They use past, present and future forms accurately when talking about events that have happened or are to happen in the future. They develop their own narratives and explanations by connecting ideas or events.	from? - News report from the Moon	
	Speaking and listening to each other, Story time, Circle time, Role play – Space Shuttle	

Show and Tell sessions, Oral stories

***Early Learning Goals - Intent	Planned Opportunities - Implementation	
Literacy	Summer 1	Summer 2
Reading	<u>Specific</u>	<u>Specific</u>
- Has some favourite stories, rhymes, songs, poems or jingles.	RWI Reading RWI – Ditties	RWI - Ditties
- Repeats words or phrases from familiar stories	Lists	Reading
-Fills in missing word or phrase in a known rhyme, story or game e.g. Humpty Dumpty sat on a	Alternative ending of a story	Segmenting words
• Enjoys rhyming and rhythmic activities.	Letter writing	Writing sentences
Shows awareness of rhyme and alliteration.	Invitations	Witting Scritcines
<ul> <li>Recognises rhythm in spoken words.</li> <li>Listens to and joins in with stories and poems, one-to-one and also in small groups.</li> </ul>	Poems about space	Mysting postcords
Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories.	Captions	-Writing postcards -Poems- seaside senses
Beginning to be aware of the way stories are structured.	Non- fiction books	- Instructions to build a sandcastle
• Suggests how the story might end.	Reading	
Listens to stories with increasing attention and recall.	Treatment of the state of the s	- Posters for keeping safe in the sun and water safety
Describes main story settings, events and principal characters.	Reading	-What do we want to find out about the seaside?
<ul> <li>Shows interest in illustrations and print in books and print in the environment.</li> </ul>	-read high frequency words (HFW) is, it, in, at and tricky words no, go, I, to and the	-Writing shopping lists, ingredients and recipes for ice
Recognises familiar words and signs such as own name and advertising logos.	-Read tricky words: he, she, we, me, be, was, my, you, her, they, all, are	creams
Looks at books independently.  A London books constitution.	- Decodable texts available in book corner	-Sorting nonsense and real words in the bin and pirate
<ul> <li>Handles books carefully.</li> <li>Knows information can be relayed in the form of print.</li> </ul>	-Phonic activities on the IWB-	treasure chest -Reading books related to the seaside and the
Holds books the correct way up and turns pages.	-Listening corner- drawing pictures to match what they have heard etc./ book review in the form of pics	ocean- Commotion in the Ocean, The Snail and the Whale
Knows that print carries meaning and, in English, is read from left to right and top to bottom.	-Esterning corner- drawing pictures to match what they have heard etc./ book review in the form of pics -Fiction and Non-fiction texts available linked to Space and materials in the book corner	Sharing a Shell, The Lighthouse Keeper's Lunch, Seaside
• Continues a rhyming string.		Poems Non-fiction books about the seaside Writing storie
Hears and says the initial sound in words.	<u>Whatever Next!</u> -Sequential language: first, then, next, afterwards, finally	about the seaside
• Can segment the sounds in simple words and blend them together and knows which letters represent some of them.	-Bequeittial language. Thist, then, next, afterwards, finally -How and why questions: How did Baby Bear get to the moon? Why did mummy bear say 'Whatever Next'	
Links sounds to letters, naming and sounding the letters of the alphabet.		
Begins to read words and simple sentences.	-Reading captions linked to the text	
Uses vocabulary and forms of speech that are increasingly influenced by their experiences of books.	Aliens Love Underpants	
• Enjoys an increasing range of books.	-Why did the aliens come to earth?	
<ul> <li>Knows that information can be retrieved from books and computers.</li> <li>Early Learning Goal Children read and understand simple sentences. They use phonic knowledge to decode regular words and</li> </ul>	-Why did they want our underpants?	
read them aloud accurately. They also read some common irregular words. They demonstrate understanding when talking	-How did they travel to Earth?	
with others about what they have read.	-How did they steal the underpants?	
Writing	-If an alien came to visit I would	
- Distinguishes between the different marks they make.	-Reading captions linked to the text	
Sometimes gives meaning to marks as they draw and paint.	Man on the Moon	
Ascribes meanings to marks that they see in different places.	-What should Bob take to the Moon?	
• Gives meaning to marks they make as they draw, write and paint.	-What happens every time that Bob travels to the Moon?	
Begins to break the flow of speech into words.	-Why does Bob need to clean the Moon?	
Continues a rhyming string.      Heave and save the initial sound in words.	<u>ध</u> ा	
<ul> <li>Hears and says the initial sound in words.</li> <li>Can segment the sounds in simple words and blend them together.</li> </ul>	-How did E.T travel to Earth	
Links sounds to letters, naming and sounding the letters of the alphabet.	-How did he feel?	
Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence.	-How did Elliot help him?	
Writes own name and other things such as labels, captions.	-Matching initial sounds to characters/objects relating to the film	
Attempts to write short sentences in meaningful contexts.	<u>Writing</u>	
Early Learning Goal Children use their phonic knowledge to write words in ways which match their spoken sounds. They also	Home corner- Space Rocket	
write some irregular common words. They write simple sentences which can be read by themselves and others. Some words	- Space log: I saw	
are spelt correctly and others are phonetically plausible.	- Moon list	
	- Picnic list	
	-Speech bubbles- Owl/Bear/Mummy Bear	
	- Passport to go to Space	
	-Tickets to space	
	-Letters to Aliens	
	-Astronaut log- daily	
	- Space letter box- postcards and letters back to Earth to tell people what they have seen.	
	Whatever Next	
	- Record what Baby Bear might have seen whilst in space	
	- Zig-Zag books/Space shaped books/Rocket shaped books -Whatever Next observation board: Daily reports on what he has	
	seen/ Link with maths date and time to be recorded.	
	Alien's Love Underpants	
	-If an alien came to visit I would	
	- Time capsule activity- chn to bury a capsule that includes letters to aliens that explains what humans like to do	
	-Alien passport/description/favourite planet	
	Man on the Moon	
	-Postcards from the moon	
	-Postcards from the moon -Cleaning list	
	-Cleaning list -Newspaper report	
	-Newspaper report	

Early Learning Goals - Intent	Planned Opportunities - Implementation	
Mathematics	Summer 1	Summer 2
umbers		
Recites numbers in order to 10.		
Knows that numbers identify how many objects are in a set.		
Beginning to represent numbers using fingers, marks on paper or pictures.		
Sometimes matches numeral and quantity correctly.		
Shows curiosity about numbers by offering comments or asking questions.		
Compares two groups of objects, saying when they have the same number.		
Shows an interest in number problems.		
Separates a group of three or four objects in different ways, beginning to recognise that the total is still the same.		
Shows an interest in numerals in the environment.		
Shows an interest in representing numbers.		
Realises not only objects, but anything can be counted, including steps, claps or jumps.		
Recognise some numerals of personal significance.		
Recognises numerals 1 to 5.		
Counts up to three or four objects by saying one number name for each item.		
Counts actions or objects which cannot be moved.		
Counts objects to 10, and beginning to count beyond 10.		
Counts out up to six objects from a larger group.		
Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.		
Counts an irregular arrangement of up to ten objects.		
Estimates how many objects they can see and checks by counting them.	<u>Specific</u>	<u>Specific</u>
Uses the language of 'more' and 'fewer' to compare two sets of objects.	Counting out the amount of food each astronaut needs/ counting and sharing	Calculation – addition and subtraction
Finds the total number of items in two groups by counting all of them• Says the number that is one more than a given number.	-Chn to set the table for three 3- 3 forks, knives, spoons, glasses etc	Shape, measure, money
Finds one more or one less from a group of up to five objects, then ten objects.		
In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.	- Price tags on food- 1p's available	Use quantities and objects to find doubles, halves and practice sharing.
Records, using marks that they can interpret and explain.	-Weighing moon rocks- heavier/lighter	
Begins to identify own mathematical problems based on own interests and fascinations.	-Data handling – who's happy to go into space? Favourite treats to take to space.	Seaside number problems related to the story 'One is a Snail, Ten is a Cra
arly Learning Goal Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given	-Recognising coins, buying objects to take to space – finding totals	Different sized sandcastles- tallest, shortest, measuring using tape measur
umber. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems,	-Positional language – placing rockets on space charts	rules, rulers
icluding doubling, halving and sharing.	- Estimating and weighing moon rocks, measuring depth of moon dust	Sorting shells into their own criteria
hape, Space and Measure	-Days of the week– moon watch	Estimating different quantities- shells, pebbles etc.
Notices simple shapes and patterns in pictures	-Addition and subtraction of suns and planets	Volume and capacity using sand, buckets and water, sun tan lotion bottle
		drink bottles
Beginning to categorise objects according to properties such as shape and size Segins to use the language of size	- Finding half of space objects	
	-Counting eyes on aliens	Hook a duck- add the numbers together and first one to 10 wins Money at
Understands some talk about immediate past and future e.g. before, later and soon.	-Buying space tickets to the Moon using money/double to amount to go to Mars	seaside shop and ice cream van Sandcastle/fish addition and subtraction
Anticipates specific time-based events such as mealtimes or home time.  Shows an interest in shape and space by playing with shapes or making arrangements with objects.	because it is further away	2D and 3D shapes- mathematical language and properties of shape
Shows awareness of similarities of shapes in the environment.	-Cost of fuel to put in	
·	'	
Uses positional language.		
Shows interest in shape by sustained construction activity or by talking about shapes or arrangements.		
Shows interest in shapes in the environment.		
Uses shapes appropriately for tasks.		
Beginning to talk about the shapes of everyday objects, e.g. 'round' and 'tall'.		
Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes.		
Selects a particular named shape.		
Can describe their relative position such as 'behind' or 'next to'.		
Orders two or three items by length or height.		
Orders two items by weight or capacity.		
Uses familiar objects and common shapes to create and recreate patterns and build models.		
Uses everyday language related to time.		
Beginning to use everyday language related to money.		
Orders and sequences familiar events.		
Measures short periods of time in simple ways.		
arly Learning Goal Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and		
bjects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use nathematical language to describe them.		

Early Learning Goals - Intent	Planned Opportunities - Imple	Planned Opportunities - Implementation	
Understanding the World	Summer 1	Summer 2	
People and Communities	Planets	Bubbles	
- Has a sense of own immediate family and relations.	Day and night	Observation	
In pretend play, imitates everyday actions and events from own family and cultural background e.g making and	Nocturnal animals	Water	
drinking tea.			
-Beginning to have their own friends			
-Learns that they have similarities and differences that connect them to, and distinguish them from others.	-ICT available- IWB, children's computer, camera	-Learning about animals that live in the sea (rock	
• Shows interest in the lives of people who are familiar to them.		pools, the coral reef) and on land	
• Remembers and talks about significant events in their own experience.	-First Moon landings- History Neil Armstrong	-Where would you like to go on holiday? Why?	
Recognises and describes special times or events for family or friends.  Should be a second to the second time and the second time and the second time and the second time and time are second to the second time.	- Space travel	-Make fruit lollies- water, ice, liquid to solid,	
• Shows interest in different occupations and ways of life.	-Gravity	melting, freezing	
Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family.	-Travel to Space- How the astronauts train? How they eat? How they	- Water run with pipes- link to streams and rivers i	
relation to friends or family.  • Enjoys joining in with family customs and routines	breathe? How their rockets works	the sea	
Early Learning Goal Children talk about past and present events in their own lives and in the lives of family	- Seasons- explain Seasons to an Alien	-Ask questions about how and why things happer	
members. They know that other children don't always enjoy the same things, and are sensitive to this. They know	- Day/Night- Earth spinning once every 24hours	-Build and construct aspects of things linked to	
about similarities and differences between themselves and others, and among families, communities and	-Orbit of the Sun	holidays- sandcastles, caravans, tents	
traditions.	-Changes in the moon	Seasonal changes- signs of Summer, leaves on	
The World	-Earth- things we need to live? Why do we live on Earth?	trees, minibeasts, butterflies, temperature	
- Enjoys playing with small-world models such as a farm, a garage, or train track.	Looking after Earth/ Reduce/Reuse/Recycle	-Holiday destinations- hot and cold.	
- Notices detailed features of objects in their environment.	-Living things-humans/plants/sunflowers related to E.T	the contract of the contract o	
Comments and asks questions about aspects of their familiar world such as the place where they live or the	-Healthy living-Linked to Bob's lunchbox	Look at an atlas and globe.	
natural world.	-2simple2animate – create animation of rocket tacking off.	-UK destinations- seaside, mountains, city breaks	
• Can talk about some of the things they have observed such as plants, animals, natural and found objects.	- Programme bee bots and roamer to move around 'space maps'	-Look at travel brochures- compare and contrast	
• Talks about why things happen and how things work.		holidays	
Developing an understanding of growth, decay and changes over time.	- Balloon rocket:	-Discuss similarities and differences between their	
• Shows care and concern for living things and the environment	http://alittlelearningfortwo.blogspot.co.uk/2010/11/balloonrockets.html	local environment and a coastal environment.	
• Looks closely at similarities, differences, patterns and change.	- Alien photographs using the I-Pads-E.T link		
Early Learning Goal Children know about similarities and differences in relation to places, objects, materials and	- Taking photos-E.T characters/set		
living things. They talk about the features of their own immediate environment and how environments might vary	-E.T review		
from one another. They make observations of animals and plants and explain why some things occur, and talk about changes.	http://www.filmsite.org/etth.html		
Technology	-Watch You tube of Chris Hadfield		
- Seeks to acquire basic skills in turning on and operating some ICT equipment.			
- Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car.			
• Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.			
• Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.			
Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or			
new images.			
Knows that information can be retrieved from computers			
• Completes a simple program on a computer.			
Uses ICT hardware to interact with age-appropriate computer software.			
Early Learning Goal Children recognise that a range of technology is used in places such as homes and schools.			
They select and use technology for particular purposes.			

Early Learning Goals - Intent	Planned Opportunities - Implementation	
Expressive Arts and Design	Summer 1	Summer 2
Exploring and Using materials	Role play – space ship	Listening to seaside music- steal pans, Mendelssohn-Fingal's Cave
- Joins in singing favourite songs	Collage – planets	-Seaside paintings.
- Creates sounds by banging, shaking, tapping or blowing.	Building rockets	-Paint a pebble
- Shows an interest in the way musical instruments sound.	2	- Design a postcard
- Experiments with blocks, colours and marks.	Designing space rockets- junk modelling	-Create bunting for Seaside shop
• Enjoys joining in with dancing and ring games.	- Designing a space rocket using bricks/hut	-Observational drawing of shells using a variety of media such as chalk,
• Sings a few familiar songs.		
Beginning to move rhythmically.	-Small world: dye sand/ craters/ astronauts	pastels, pencils, crayons, pens, collage etc.
• Imitates movement in response to music.	-Design flags to place on the moon linked to the space landings	-Make their own seaside on the tough tray.
• Taps out simple repeated rhythms.	- Large scale story boards annotated with captions/ labels	-Water scenes- runny pictures using watercolour paints
• Explores and learns how sounds can be changed.	-Take photos of children acting out the story	-Make junk models and clay objects linked to the seaside such as crabs,
• Explores colour and how colours can be changed.	-Props from the text in the garden/ CL	fish, starfish, lighthouse etc.
• Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects.	-Marbling- space designs	-Learn new songs and rhymes related to the seaside- she sells seashells,
Beginning to be interested in and describe the texture of things	-Space music-Ground control to Major Tom/ Spaceman	Oh I do like to be beside the seaside
Uses various construction materials.	-Moon walk dancing	-Music linked to stories
Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.	-Designing star telescopes	-Constructing their own beach hut using large and small equipment-
Joins construction pieces together to build and balance.		
Realises tools can be used for a purpose.  Parity to be little association of accessed decreases.	-Designing moon buggies	lollypop sticks, crates and cardboard boxes.
Begins to build a repertoire of songs and dances.  Federal the different are adoptive to make the second solutions and the second solutions are adoptive to the second solutions.	-Creating a universe in a jar:	
• Explores the different sounds of instruments.	http://www.dltkkids.com/crafts/space/muniverse.html	
• Explores what happens when they mix colours.	- Handprint Alien: <a href="http://www.redtedart.com/2012/07/09/spacecrafts-">http://www.redtedart.com/2012/07/09/spacecrafts-</a>	
Experiments to create different textures.      Understands that different modificant he combined to create now effects.	<u>ideas-to-inspire/</u>	
Understands that different media can be combined to create new effects.  Adminutes a materials to achieve a planned offect.	- Footprint Rocket: http://www.redtedart.com/2012/07/09/space-crafts-	
Manipulates materials to achieve a planned effect.      Constructs with a purpose in mind using a project of recourses.	ideas-toinspire/	
Constructs with a purpose in mind, using a variety of resources.      Uses simple tools and to shairues competently and appropriately.	-Artists-Vincent Van Gough (Starry Night)	
<ul> <li>Uses simple tools and techniques competently and appropriately.</li> <li>Selects appropriate resources and adapts work where necessary</li> </ul>	- Learn poems, songs, rhymes *Twinkle Twinkle little star. *5 little	
Early Learning Goal Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and	spacemen. *Zoom, Zoom, Zoom we're going to the moon. *5 little men in	
techniques, experimenting with colour, design, texture, form and function.	a flying saucer *We're all going to the moon tomorrow	
	a flying saucer we're all going to the moon tomorrow	
Being Imaginative		
- Beginning to use representation to communication, e.g. drawing a line and saying, 'That's me'.		
- Beginning to make-believe by pretending.		
Developing preferences for forms of expression.		
• Uses movement to express feelings.		
Creates movement in response to music.		
• Sings to self and makes up simple songs.		
Makes up rhythms.		
• Notices what adults do, imitating what is observed and then doing it spontaneously when the adult is not there.		
• Engages in imaginative role-play based on own first-hand experiences.		
Builds stories around toys, e.g. farm animals needing rescue from an armchair 'cliff'.		
Uses available resources to create props to support role-play.		
• Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words.		
Create simple representations of events, people and objects.		
• Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.		
Chooses particular colours to use for a purpose.      An analysis of the Maria de Maria		
• Introduces a storyline or narrative into their play.		
Plays alongside other children who are engaged in the same theme.  Plays account in the constant of a group to develop and out out a payoritie.		
• Plays cooperatively as part of a group to develop and act out a narrative.		
Early Learning Goal Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas,		
thoughts and feelings through design and technology, art, music, dance, role play and stories		

Early Learning Goals - Intent	Planned Opportunities - Implementation	
Physical Development	Summer 1	Summer 2
Moving and handling	Balancing – sequences	Gardening – planting
- Runs safely on whole foot	-Holding pencil, chalk, pens, paint brush correctly.	
- Squats with steadiness to rest or play with object on the ground, and rises to feet without using hands	-Space linked handwriting sheets	-Wake and Shake dance- The Little Mermaid
- Climbs confidently and is beginning to pull themselves up on nursery play climbing equipment.	-Large art work in the garden- motor skills	- Under the Sea Dough Disco using therapy putty to develop fine motor
- Can kick a large ball.		skills.
-Turns pages in a book, sometimes several at once	- Peg boards	S.IIII.G.
-Shows control in holding and using jugs to pout, hammers, books and mark-making tools.	-Space training obstacle courses	-Dance to develop gross and fine motor skills- using ribbons, scarves,
-Beginning to use three fingers to hold writing tools	-Manipulating clay, plasticine, etc.	chalk, crayons, shaving foam and paint
-Imitates drawing simple shapes such as circles and lines.	-Threading patterns	-Using bikes and scooters on the playground.
- Walks upstairs and downstairs holding onto rail two feet to a step.	-Beads and tweezers-space jewels	-Ball skills- individual and with a partner, rolling, dribbling, kicking,
-May be beginning to show preferences for dominant hand.	-Bikes/Trikes- relating to ET	throwing, bouncing and catching large and small balls.
• Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.	- Finger painting/Hand painting	-Using skills in simple team games
Mounts stairs, steps or climbing equipment using alternate feet.	-Fine motor skill - finger painting/cornflour, zips, buttons and fasteners on	-Sports Day practice- relay, hurdles, sack race, egg and spoon
Walks downstairs, two feet to each step while carrying a small object.	clothes, drawing patterns, use of scissors	-Parachute games
Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles.	- Ribbons available- letter formation	-Continuing to develop an effective pencil grip and increase control when
Can stand momentarily on one foot when shown.		
• Can catch a large ball.	-Paint brushes and water available- brush strokes	writing for a range of purposes
Draws lines and circles using gross motor movements.	-Painting area set up daily- chn with poor motor control to be encouraged	Scissor skills- cutting different shapes
Uses one-handed tools and equipment, e.g. makes snips in paper with child scissors.	to engage in painting	Beach games- using a bat and ball, volleyball
Holds pencil between thumb and two fingers, no longer using whole-hand grasp.		
Holds pencil near point between first two fingers and thumb and uses it with good control.		
• Can copy some letters, e.g. letters from their name.		
• Experiments with different ways of moving.		
Jumps off an object and lands appropriately.		
Negotiates space successfully when playing racing and chasing games with other children, adjusting sTravels with confidence and skill around, under, over and through		
balancing and climbing equipment.		
Shows increasing control over an object in pushing, patting, throwing, catching or kicking it.		
Uses simple tools to effect changes to materials.		
Handles tools, objects, construction and malleable materials safely and with increasing control.      The area of the area for a device the area.		
Shows a preference for a dominant hand.      Desirant was patient allowing an automated and return a vertical linear.		
Begins to use anticlockwise movement and retrace vertical lines.      Desires to form an apprinch to letters.		
Begins to form recognisable letters.  I leave a good lead be also if office this also a good since the letters are set of which are a good to be also if office this also a good lead to the letters.  I leave a good lead to the letters.		
• Uses a pencil and holds it effectively to form recognisable letters, most of which are correctly formed		
Early Learning Goal Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.		
Health and self-care		
Observes the effects of activity on their bodies.		
Understands that equipment and tools have to be used safely.		
Gains more bowel and bladder control and can attend to toileting needs most of the time themselves.		
• Can usually manage washing and drying hands.		
• Dresses with help, e.g. puts arms into open-fronted coat or shirt when held up, pulls up own trousers, and pulls up zipper once it is fastened at the bottom.		
• Eats a healthy range of foodstuffs and understands need for variety in food.		
Usually dry and clean during the day.		
• Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health.		
Shows understanding of the need for safety when tackling new challenges, and considers and manages some risks.		
Shows understanding of the receipt street with a daming new challenges, and considers and manages some risks.      Shows understanding of how to transport and store equipment safely.		
Practices some appropriate safety measures without direct supervision needed or changing direction to avoid obstacles.		
Early Learning Goal Children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe. They manage		
their own basic hygiene and personal needs successfully, including dressing and going to the toilet independently.		
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Early Learning Goals - Intent	Planned Opportuniti	es - Implementation
PSED	Summer 1	Summer 2
Naking Relationships - Interested in others' play and starting to join in - Seeks out others to share experiences - Shows affection and concern for people who are special to them May form a special friendship with another child Can play in a group, settending and elaborating play ideas, e.g. building up a role-play activity with other children Initiates play, offering cues to peers to join them New promises and the start of the sta	. Living in the wider world – Economic Well-being Becoming a Responsible Citizen  -Looking at different environments- Comparing Earth/Space -Taking care of our environment-Recycling/Reuse/Reduce -An alien visits and can't speak English. How could we make them feel welcome? -Looking and caring for animals/environment -Following the Golden Rules -Talk about the importance of water/oxygen for life on our planet. What do we use water for? Where do we find water? What happen on other planets when there isn't any water? - Discuss how E.T felt when he arrived on Earth. How would you feel if you visited another planet? -How did Elliot help E.T when he arrived on Earth? How can we help and care for each other?	Maintain attention, concentration and sit quietly when appropriate.  -Play listening games  -Continue to be interested, excited and motivated to learn.  -Speaking and listening- asking and answering appropriate and relevant questions  -Discussion of water safety- swimming, staying in depth, currents  - Sun safety- sunglasses, suncream, sun hat, cover up, shade, drinking plenty of  water  -What 1 item would you take on a desert island and why?  - Healthy pack lunch related to The Lighthouse Keeper's Lunch-what would you  pack?  -Sports week- How to stay healthy- food, exercise- try new sports  -Transition to Year 1- moving up week