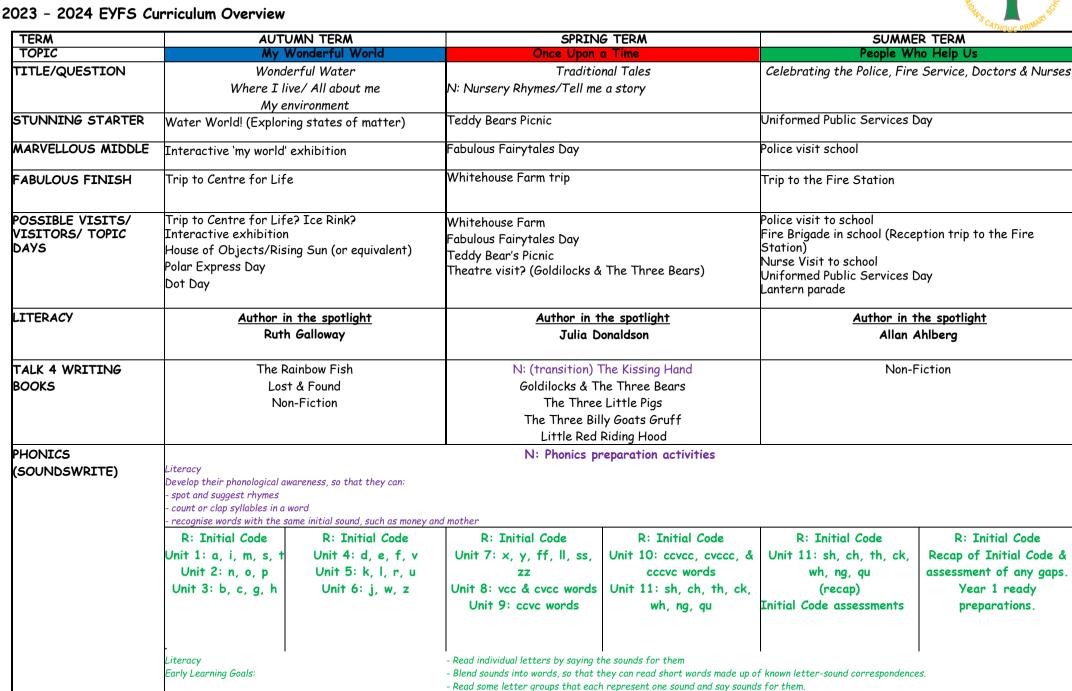
St Aidan's RC Primary School

Nursery & Reception



	- Say a sound for each lette	er in the alphabet and at least 10	- Read a few common exception words matched to the school's phonic p	rogramme			
	- Say a sound for each letter in the alphabet and at least 10 - Read a few common exception words matched to the school's phonic programme. digraphs.						
	- Read words consistent with their phonic knowledge by sound-						
	blending.						
		es and books that are consistent e, including some common exception					
	words.	e, including some common exception					
READING	N: Reading for pleasure						
EXPECTATIONS			Exploration of Core Texts				
LAILOTATIONO		All alithdam	Shared Reading of Author spotlight books	ales es contale es es al da			
	Literacy	All children	to take a reading for pleasure picture book home to	snare with an adult			
	Understand the five key co	ncepts about print:					
	- print has meaning						
	 print can have different p 						
		left to right and from top to botto	om .				
	the names of the differerpage sequencing	nt parts of a book					
		rsations about stories, learning new	vocabulary				
	R: Some children	R: The majority of		essing the reading scheme.			
	(where appropriate)	children will be accessing the reading scheme using	Channel and discrete Author and into the color	and Come Tender including shows and anticities			
	will access	decodable books by Unit	ing Shared reading of Author spotlight books and Core Texts including story sack acti				
	decodable books.	3.					
	All children to take	For the children who					
	a reading for	cannot blend CVC words and VC words will be sent					
	pleasure picture						
	book home to share with an adult	nome:					
	with an adult						
	Literacy						
	Early Learning Goals:	Early Learning Goals:					
	- Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.						
	- Anticipate (where appropriate) key events in stories.						
	- Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role play.						
	- Read simple phrases and s	entences made up of words with kn	own letter-sound correspondences and, where necessary, a few exception	words.			
	- Re-read these books to build up their confidence in word reading, their fluency and their understanding and enjoyment						
WRITING	N: Mark mak	king using a range of	N: Giving marks meaning & letter shape	N: learning and using new vocabulary			
EXPECTATIONS	med	dia & tools.	exploration.	Rhymes, story structure & predicting story			
	Exploring nan	ne writing and letter		events.			
		shapes					
	Literacy						
	- Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; write 'm' for mummy.						
	- Write some or all of their name Write some letters accurately.						
	·		Talk 4 Writing (T4W) imitate - retell a traditional	D. Evplaning non-fiction toyte			
	R: Penguin wanted posters Describing the Rainbow Fish & designing new			R: Exploring non-fiction texts			
		ow rish a designing new	tale	Writing simple sentences - Job profiles (What does			
	scales	A	Instructions - Following recipes.	a (Dr etc.) do?			
		/) imitate - retell The	Letters to/from a fairytale character	Making posters & lists			
	Rainbow Fish		Simple sentences contd - character descriptions and	Recalling facts – making leaflets.			

R: Name writing using a range of a Writing simple phrases - Characte Descriptions & lists for Santa		Uplevelling simple phrases to sentences
Literacy Early Learning Goals: - Write recognisable letters, most of which ar - Spell words by identifying sounds in them and - Write simple phrases and sentences that can	representing the sounds with a letter or letters.	
- Form lower-case and capital letters correctly - Spell words by identifying the sounds and the - Write short sentences with words with know - Re-read what they have written to check tha	en writing the sound with letter/s. n letter-sound correspondences using a capital letter and full stop.	

MATHS	N: Positional language Number Recognition							
	- Recite numbers past 5 Say one number for each item - Know that the last number rec - Show 'finger numbers' up to 5 Link numerals and amounts: fo - Experiment with their own syn - Solve real world mathematical - Compare quantities using langu - Talk about and explore 2D and - Understand position through v - Describe a familiar route Discuss routes and locations, v - Make comparisons between ob	- Fast recognition of up to 3 objects, without having to count them individually ('subitising'). - Recite numbers past 5. - Say one number for each item in order: 1,2,3,4,5. - Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). - Show 'finger numbers' up to 5. - Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. - Experiment with their own symbols and marks as well as numerals. - Solve real world mathematical problems with numbers up to 5. - Compare quantities using language: 'more than', 'fewer than'. - Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. - Understand position through words alone - for example, "The bag is under the table," - with no pointing.						
	- Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc Combine shapes to make new ones - an arch, a bigger triangle etc Talk about and identifies the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc Extend and create ABAB patterns - stick, leaf, stick, leaf Notice and correct an error in a repeating pattern Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'							

R:Numbe	D: Size andenine	D: Chana nattours	D ·	D.	D.
	_	R: Shape patterns	T: .		
r	Shape	Counting on and back to find	Number	Counting	Capacity
recognitio	Finding 1 more & 1 less	an answer	sequence	in 2, 5	play
n (to 10)	+/- number sentences	Introducing doubling &	s	and 10's	Comparin
Number		halving, and sharing.	(finding	Doubling,	g
stories &			missing	halving &	measures
rhymes			numbers)	sharing	Comparin
Counting			Money	practical	g
sets &			problems	number	quantitie
recording			(+/-)	stories.	s
numbers					

Mathematics

Early Learning Goals:

Number -

- 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.
 Numerical Patterns -
- Verbally count beyond 20, recognising the pattern of the counting system.
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other Quantity`.

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

- Count objects, actions and sounds.
- Subitise.
- Link the number symbol (numeral) with its cardinal number value
- Count beyond ten.
- Compare numbers
- Understand the 'one more than/one less than' relationship between consecutive numbers.
- Explore the composition of numbers to 10.
- Automatically recall number bonds for numbers 0-10.
- Select, rotate and manipulate shapes in order to develop spatial reasoning skills.
- Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can.
- Continue, copy and create repeating patterns.
- Compare length, weight and capacity

SCIENCE	Freezing & melting Floating and sinking The water cycle	Seasonal Changes (Winter to Spring)) Colour experiments Materials & their properties	Planting Seasonal Changes (Signs of Summer) N: Gardening forest school My body/My senses		
	Understanding the World - Use all their senses in hands-on exploration of natural materials. - Explore collections of materials with similar and/or different properties. - Talk about what they see, using a wide vocabulary - Plant seeds and care for growing plants. - Understand the key features of the life cycle of a plant and an animal. - Begin to understand the need to respect and care for the natural environment and all living things. - Explore and talk about different forces they can feel. - Talk about the differences between materials and changes they notice				
	Understanding the World Early Learning Goals - Explore the natural world around them, making observations and drawing pictures of animals and plants. - Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class. - Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter				
	 Explore the natural world around them. Describe what they see, hear and feel whilst outside. Understand the effect of changing seasons on the natural world around 	d them.			
COMPUTING	Beebot story telling 2 simple self portraits 2 simple art: firework pictures/ Nativity scene selector I pad exploration I can write my name using a keyboard I can write my name using a keyboard				
	Communication & Language - Use talk to help work out problems and organise thinking and activities explain how things work and why they might happen. Use barefoot computing to access online learning resources (www.barefootcomputing.org/homelearning) Promote cross curricular learning experiences that use ICT as a platform.				

HISTORY	My family tree Bonfire night Remembrance Day	Famous explorers	Florence Nightingale (Drs and Nurses then and now)		
	Understanding the World - Talk about what they see, using a wide vocabulary. - Begin to make sense of their own life-story and family's history - Show interest in different occupations. - Continue to develop positive attitudes about the differences between people Understanding the World Early Learning Goals: - Talk about the lives of the people around them and their roles in society. - Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class. - Understand the past through settings, characters and events encountered in books read in class and storytelling.				
	- Talk about members of their immediate family and community Name and describe people who are familiar to them Comment on images of familiar situations in the past Compare and contrast characters from stories, including figures fi	rom the past			
GEOGRAPHY	Where does water come from? (The water cycle) Frozen landscapes (exploring the Antarctic)	My local area (my house, my street)	Mapping my local area		
	Understanding the World - Continue to develop positive attitudes about the differences between people. - Know that there are different countries in the world and talk about the differences they have experienced or seen in photos.				
ſ	Understanding the World Early Learning Goals - Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps. - Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class. - Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, nonfiction texts and (when appropriate) maps.				
	- Recognise some similarities and differences between life in this country and life in other countries Recognise some environments that are different to the one in which they live.				
ART AND DESIGN	Light & Dark Exploring different medias (charcoal & chalk) Shadow art Observational Autumn drawings	Colour mixing & colour play Kandinsky & Pierre Mondrian Exploration of lines and shapes Self portraits Winter art	landmark papier mache, an interactive exhibition. Seaside collages -using natural materials to create seaside landscapes		
	Expressive Arts & Design - Explore different materials freely, in order to develop their ideas - Develop their own ideas and then decide which materials to use to - Join different materials and explore different textures Create closed shapes with continuous lines, and begin to use these - Draw with increasing complexity and detail, such as representing a - Use drawing to represent ideas like movement or loud noises Show different emotions in their drawings and paintings, like happy - Explore colour and colour-mixing	express them. shapes to represent objects. face with a circle and including details.			
	Expressive Arts & Design				

Early Learning Goals - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used.
- Explore, use and refine a variety of artistic effects to express their ideas and feelings Return to and build on their previous learning, refining ideas and developing their ability to represent them Create collaboratively sharing ideas, resources and skills.

DESIGN AND	Chocolate sparklers	Making Easter nests	Lantern making			
TECHNOLOGY	Designing boats	Traditional tales character stick puppets	Clay emergency vehicle models and scene scapes			
I LCFINOLOGY		, , ,				
	Making boats (junk modelling)	Making porridge	Summer found object collages			
	Shoebox model of my street	Making gingerbread men				
	Expressive Arts & Design - Explore different materials freely, in order to develop their ideas about how to use them and what to make. - Develop their own ideas and then decide which materials to use to express them. - Join different materials and explore different textures. - Create closed shapes with continuous lines, and begin to use these shapes to represent objects. - Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Physical Developent - Use one-handed tools and equipment, for example, making snips in paper with scissors. - Use a comfortable grip with good control when holding pens and pencils. - Make healthy choices about food, drink, activity and toothbrushing. Expressive Arts & Design Early Learning Goals - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. - Share their creations, explaining the process they have used. - Create collaboratively sharing ideas, resources and skills. Physical Development Early Learning Goals Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.					
RELIGIOUS EDUCATION	Use a range of small tools, including scissors, paintbrushe Begin to show accuracy and care when drawing. Myself/Family Belonging/Welcoming	Community/Celebrating Relating/Gathering	Good News Friends/Our World			
	Loving/Birthdays	Giving/Growing				
PHYSICAL		Daily Dough Disco & Go Noodle sessions				
EDUCATION	R: Dance	R:Ball Skills	R: Multi-skills			
	Gymnastics	Team Games	Sports Day			
	Physical Development - Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. - Go up steps and stairs, or climb up apparatus, using alternate feet. - Skip, hop, stand on one leg and hold a pose for a game like musical statues. - Use large-muscle movements to wave flags and streamers, paint and make marks. - Start taking part in some group activities which they make up for themselves, or in teams. - Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm. - Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. - Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. - Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Physical Development Gross Motor Skills Early Learning Goals Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing.					

Progress towards a more fluent style of moving, with developing control and grace. Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and wimmina Develop their small motor skills so that they can use a range of tools competently safely and confidently Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Combine different movements with ease and fluency Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Develop overall body-strength, balance, co-ordination and agility Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and giming, Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball. Know and talk about the different factors that support their overall health and wellbeing: regular physical activity, healthy eating, toothbrushing, sensible amounts of 'screen time', having a good sleep routine, being a safe pedestrian MUSTC N: Nursery Rhymes Expressive Arts & Design Listen with increased attention to sounds. Respond to what they have heard, expressing their thoughts and feelings. Remember and sina entire sonas. Sing the pitch of a tone sung by another person ('pitch match'). Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. Create their own songs, or improvise a song around one they know. Play instruments with increasing control to express their feelings and ideas. Hiah & Low Loud & Soft Fast & Slow Bells Keeping the beat Making and using rainmakers Singing in rounds Composing All about percussion Expressing feelings through music Expressive Arts & Design Early Learnina Goals -Sing a range of well-known nursery rhymes and songs -Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music. Explore and engage in music making and dance, performing solo or in groups. Sing in a group or on their own, increasingly matching the pitch and following the melody. Listen attentively, move to and talk about music, expressing their feelings and responses.

Revise and refine the fundamental movement skills they have already acquired; rolling, crawling, walking, jumping, running, hopping, skipping, climbing

Move energetically, such as running, jumping, dancing, hopping, skipping and climbing,

PSHE / RSE	N: The Kissing Hand (Transition) Getting to know me Light Celebrations around the world Fire Safety Anti-bulling Week	Internet Safety Week	Healthy Eating Week All about recycling - being a planet caretaker		
	Personal, Emotional & Social Development - Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them. - Develop their sense of responsibility and membership of a community. - Become more outgoing with unfamiliar people, in the safe context of their setting. - Show more confidence in new social situations. - Play with one or more other children, extending and elaborating play ideas. - Help to find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas. - Increasingly follow rules, understanding why they are important. - Do not always need an adult to remind them of a rule. - Develop appropriate ways of being assertive. - Talk with others to solve conflicts. - Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. - Begin to understand how others might be feeling.				
	Personal, Emotional & Social Development Early Learning Goals Self Regulation - Show an understanding of their own feelings and those of others, and begin to regulate their behaviour accordingly. - Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate. - Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions. Managing Self - Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. - Explain the reasons for rules, know right from wrong and try to behave accordingly. - Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices. Building Relationships - Work and play cooperatively and take turns with others. - Form positive attachments to adults and friendships with peers.				
	- Show sensitivity to their own and to others' needs. - See themselves as a valuable individual. - Build constructive and respectful relationships. - Express their feelings and consider the feelings of others. - Show resilience and perseverance in the face of challenge. - Identify and moderate their own feelings socially and emotionally. - Think about the perspectives of others. - Manage their own needs.				
HOME LEARNING PROJECTS	All about me - me and my family collages Reading Bingo	How does your garden grow? Growing and observing plants Design a fairytale home for a 'Once Upon a Time' character.	Make a model of my favourite emergency vehicle.		