



	Autumn Term 1	Autumn Term 2	Spring Term 1	Spring Term 2	Summer Term 1	Summer Term 2
	<p>What happens at school?</p> 	<p>What happens when I fall asleep?</p> 	<p>Do cows drink milk?</p> 	<p>Why do ladybirds have spots?</p> 	<p>Will you read me a story?</p> 	<p>Who lives in a rockpool?</p> 
Memorable Experience	Match object to person walk around school	Space Day	Farm Trip	Zoolab Workshop	Fairytale character visit	Beach experience
Innovate Challenge	Make an audio book about school	Make your own constellation	Make our own bread to sell in our farm shop	Design and plant a garden to attract butterflies	Decide what to with our magic beans and write a story about what grows	Create a rock pool in a jar
Express	Share audio book with other class – what have you enjoyed at school	Share constellations with another year group	Sell bread to parents - shop	Make and share an audio book – how to make a butterfly garden	Exhibition	Share rock pools with another year group
Key Texts	Jelly Bean Goes to School	Whatever Next	The Little Red Hen	The Very Hungry Caterpillar	Little Red Riding Hood	Shark in the Park
Literacy	Talk for writing: Jelly Bean goes to school, phase 1 and 2 phonics, listening to sounds, initials sounds	Talk for writing: Whatever Next, phase 2 and 3 phonics, Writing to Inform: Labels	Talk for writing: The Little Red Hen, phase 2 and 3 phonics, Writing to Inform: Lists	Talk for writing: The very Hungry Caterpillar, phase 3 phonics, Writing to Inform: Captions, Writing to Entertain: Sentences	Talk for writing: Little Red Riding Hood, Jack and the beanstalk, phase 3 and 4 phonics, Writing to Entertain: Sentences and simple stories Helicopter stories	Talk for writing: Shark in the Park, phase 4 phonics, Writing to Entertain: Using the language of stories in their writing

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Mathematics	Numbers 1-10, counting, number recognition, combining amounts, patterns	Numbers 11-20, counting, naming shapes, length and weight, positional language	One more/ one less, adding and subtracting, ordering to 20, describing shapes, ordering and sequencing events	Doubling, halving, estimating, capacity, adding and subtraction	Solving problems involving doubling, halving, addition and subtraction, counting in twos, fives and tens	Money, solving problems involving doubling, halving, addition and subtraction
Understanding the World	Talk about features of own environment, similarities and differences (school and nursery), changes	Nocturnal animals, planets and space, the moon, people who help us at night, what food could we take to space?	Similarities and differences between different animals in the city and countryside, what happens to milk as it spoils, comparing dairy products, who works on the farm, planting seeds	Minibeast facts, lifecycles, comparing minibeast habitats, looking after caterpillars and watching them grow, sorting minibeasts	Reflections, sorting beans and seeds, exploring and comparing story settings (different environments)	Investigating seaside animals, facts about sea creatures, keeping beaches clean
Possible experiences covering the EYFS Early Learning Goals	School role play, playground games, home corner role play, circle time games, friendship stories, large scale patterns and marks, cutting skills, printing and mixing colours, junk modelling musical instruments, small world play using 'mini me' blocks	Space Station role play, space stories, what would you put in your dream world?, small world aliens, play dough space shapes, star patterns and constellations, singing lullabies Cooking: Fruit kebab rockets	Farm shop role play, farm and animal stories, small world farm, can you make your own farm?, look after the small world animals, junk modelling farm vehicles, singing animal songs, healthy eating Baking: Bread	Garden Centre role play, minibeast stories, minibeast investigation area, small world minibeast habitats, making 3D bugs, design a bug hotel, making pictures with natural resources, making obstacle courses, singing minibeast songs	Fairytale dressing up and role play, make your own fairytale potion, building castles and fairytale homes using junk modelling, build a fairytale town using construction resources, playdough gingerbread men Baking: Gingerbread men	Seaside Shop role play, staying safe, using a feely bag to identify seaside objects, small world rock pool, clay seaside animals, seaside songs, floating and sinking

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	Linked to separate scheme					
PE	Baseline Basic skills- running, skipping, jumping, hopping	Gym Unit A- Travelling Physical Development within class time.	Games Unit 1 Ball Skills - Rolling, kicking, throwing & catching Physical Development within class time.	Dance - iMoves Animals (3) Balance Bikes (groups)	Games Units 2 and 3 - Ball Skills, Hoops, Quoits & Ropes Physical Development within class time.	Games Unit 4 - Bats and ball & Physical Development within class time.
	Linked to Surrey Agreed Syllabus					
RE	Who am I and where do I belong?	Why do we have celebrations?	What makes something special?	What makes our world wonderful? TRIP- EASTER WALK	What can we learn from stories?	What makes a place special?
	Linked to Jigsaw Scheme					
PSHE	Being Me in My World	Celebrating Difference	Dreams and Goals	Healthy Me	Relationships	Changing Me