

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Mathematical Development	Number	<p>Recite: numbers through rhyme to 5 Counting: NA</p> <p>Subitise: 1 or lots</p> <p>Show me: introduce with puppet Numerals: recognise 1,2,3</p>	<p>Recite numbers to 5 Counting: 3 items</p> <p>Subitise: one or two</p> <p>Show me: dough disco</p> <p>Numerals: match 1,2,3 to their quantities</p>	<p>Recite: numbers to 10 through rhyme Counting: 5 items</p> <p>Subitise: 3 items in a row Show me: 1 and 2</p> <p>Numerals: recognise 1,2,3,4,5,</p>	<p>Recite: numbers to 10 Counting: 5 items including cardinal principle</p> <p>Subitise: 3 items in a pattern Show me: 3,4,5</p> <p>Numerals: match 1,2,3 to their quantities</p> <p>Compare: quantities 'more than' and 'fewer than'.</p>	<p>Recite: forwards to 20 and backwards from 5. Counting: beyond 5 using familiar concrete or pictorial images Numicon, dice etc Subitise: 3 items</p> <p>Show me: beyond 5</p> <p>Numerals: Draw objects, lines, marks to represent numbers up to 5. Solve: problems with numbers to 5</p>	<p>Recite: forwards to 10 and back from 10. Counting: beyond 5 objects</p> <p>Subitise: 3 quickly</p> <p>Show me: up to ten</p> <p>Numerals: Represent the numerals 1,2,3,4,5 in a recognised form. Solve: problems with numbers to 5</p>
	Numerical Patterns	<p>Sort: a range of items by colour. Blue and not blue.</p> <p>Shapes: explore shapes in the environment</p> <p>Measure: long or short</p>	<p>Sort: a range of items by more than one category. Blue, red or other / big blue circle. Shapes: Choose shapes for a purpose</p> <p>Measure: heavy or light</p>	<p>Position: describe a familiar route, position, location, understand vocabulary Shapes: describe shapes they use</p> <p>Measure: full or empty</p>	<p>Explore Patterns: use informal vocabulary to describe patterns around them. Shapes: combine shapes to make new ones</p> <p>Measure: tall and short</p>	<p>Explore Patterns: begin to describe a sequence of events. Shapes: find shapes in the environment. Match to shape</p> <p>Measure: big and small, high and low</p>	<p>Explore Patterns: Extend and create patterns & notice / correct an error. Shapes: sort shapes and objects from the environment by shape. Measure: problems solving tasks STEM</p>
Literacy	Comprehension	Explore print in the environment, in books and through modelling. Listen to vocabulary. Name characters from a TFW story	Understand print has meaning. Listen to new vocabulary. Use illustrations to say an 'I can see sentence' from TFW story	Understand print has different purposes. Use learned vocabulary to talk about an illustration.	Understand page sequence when 'reading' a book. Use vocabulary board. Finish the sentence when retelling a TFW story together.	Point to words imitating reading from L to R and T to B. Define new vocabulary. Retell 3 key sentences from a TFW story using a story map	Identify parts of the book. Talk about stories read in class. Use new vocabulary. TFW Retell most of a story using story map.
	Word Reading	Phonemes: explore	Phonemes: Name initials	Phonemes: Sounds in name	Phonemes: sounds in names and other sounds.	Phonemes: mas dti npg ock ubf	Phonemes: elh rjv wxy zqush thchngnk

		<p>Environmental: listening walks</p> <p>Instrumental: make and play instruments</p> <p>Body Persecution: listen to rhymes and songs</p> <p>Rhymes: join in with some known and some new rhymes.</p> <p>Alliteration: listen to</p> <p>Syllables: listen to</p>	<p>Environmental: sounds lotto games</p> <p>Instrumental: match pitch and melody of my instrument. MTYT</p> <p>Body Persecution: sing rhymes and songs</p> <p>Rhymes: complete a rhyme</p> <p>Alliteration: modelled</p> <p>Syllables: modelled names</p>	<p>Environmental: using different things to drum a beat outside.</p> <p>Instrumental: play instruments alongside our T4W story - loud, quiet</p> <p>Body Persecution: MTYT making sound patterns with our bodies.</p> <p>Rhymes: spot a rhyme in a story.</p> <p>Alliteration: matching objects</p> <p>Syllables: clap own name</p>	<p>Environmental: make sounds and compare them.</p> <p>Instrumental: compare and match sound makers.</p> <p>Body Persecution: making sound patterns for others to copy.</p> <p>Rhymes - suggest a rhyme / rhyme bingo</p> <p>Alliteration: matching objects with sound.</p> <p>Syllables: clap others names and words (three syllables)</p>	<p>Voice sounds: Introduce Fred, play 'Help Fred' and let the children pretend to be Fred. Model blending when reading some words.</p>	<p>Oral blending and segmenting: I spy with objects in the middle. Introduce word time in small groups. Model blending MTYT.</p>
	Writing	<p>Name - Find name card (photograph).</p> <p>Independently write: Explore cause and effect.</p>	<p>Name - Find name card (no picture).</p> <p>Independently write: Make marks using whole body movements in large spaces indoors and outdoors.</p>	<p>Name -Write first name (trace).</p> <p>Independently write: Make marks on a range of materials with a range of equipment.</p>	<p>Name - Write first (copy).</p> <p>Independently write: Make marks on paper with a pen or pencil.</p>	<p>Name - Write their first name (LSCWC).</p> <p>Independently write: Make marks starting at the top of the page / left to right.</p> <p>Guided write: Write some letters accurately.</p>	<p>Name -Write some or all of their name (no card).</p> <p>Independently write: Hear and write initial sounds in some words.</p> <p>Guided write: Hear and write initial sounds and others they can hear after modelling.</p>

Understanding the World	The natural world	Weather / Seasons Forces - guttering, Magnetic or not Toothbrush bus (Rec)	Weather / Seasons Weather, waterproof or not Melting - ice, chocolate, snow, Freezing - water	Weather / Seasons Forces - icy wincy Care for the environment & plant seeds Taking care of mini-beasts Lifecycles - mini-beasts Draw mini-beasts	Weather / Seasons Compare weather plants and animals in Africa Venn diagram to show similarities and differences to Africa Plant and nurture seeds Sorting healthy and unhealthy food	Weather / Seasons Natural or manmade sorting Sensory box natural or manmade Sorting hard and soft materials Make a new chair for baby bear challenge	Weather / Seasons Talk about the wonderful world Find out about a range of animals using non-fiction and research Draw animals
	Past and present	Comment on images of Baptism When I was a baby - comment on images and sort the things I need	Comment on images of birthdays Jobs in the past and jobs now Florence Nightingale	Retell stories in chorological order. Language - was an old lady, ladybird heard,	Retell stories in chorological order.	Retell stories in chorological order.	Retell stories in chorological order.
	People, culture and communities	Talk about, name and describe family Being unique Special times - starting school, baptism Map of the Gruffalo's walk	Talk about members of the community Learn about a range of occupations Christmas - developing positive attitudes to differences, celebrating special times in different ways,	Chinese New Year - developing positive attitudes to differences, celebrating special times in different ways,	Find Africa on the map or globe Talk about differences in Africa Recognise similarities and differences to Africa	Queen's birthday 'The Queens hat' exploring famous landmarks 'Mrs Honeys hat' 'Holy Family Hat' exploring Liverpool landmarks	Look on the globe for where different animals come from.
Expressive Arts and Design	Created with materials	Collage large Gruffalo characters Tree rubbings of bark and leaves Leaf and Numicon printing	Draw People who help us detailing parts of the body and thinking about uniform colour etc. Include details and emotions	Observational drawings of mini beasts and plants. Large drawings matching lines to the mini- beasts in the story e.g a spiral for the spider spinning. Symmetrical butterflies	Exploring the colour of different fruits. Create simple prints using fruits halved etc. Create fruit textures - smooth apple, prickly pineapple etc.	Explore textures - hard and soft Printing fruit patterns Clay bowls for porridge.	Handle, feel and manipulate materials. What does the box feel, look or smell like? Make irregular printing patterns - animal skins.

	Being imaginative and creative (Role-Play)	Small world doll house to role play homes - RE link Role - play the story of the - Grufallo	Take part in pretend play representing items with unlike items. Role - play the story of the - Nativity	Role - play the story of If Only	Role - play the story of Handa's Surprise	Use the blocks to make small world landmarks from Liverpool, England and other countries.	Develop complex stories using animal sets Role - play the story of Dear Zoo Create our own versions of the story.
	Being imaginative and creative (Music)	Play instruments, express feeling and responses. Introduce pitch matching through daily songs and phonics.	Listen to a range of sounds - emergency vehicles etc. Sing Miss Polly and The wheels on the bus matching pitch and melody.	Make instruments to match the sounds of the insects. Move to music. Perform dances in front of peers in groups or solo and talk about performance art.	Create their own songs or improvise based 'who took the cookie from the cookie jar?'	Remember and sing entire songs - I know a teddy bear, Goldilocks Song	Remember and sing entire songs - Row, Row and down in the jungle. Create their own versions.