

	<b>Autumn 1</b> <b>05/09 – 21/10</b>	<b>Autumn 2</b> <b>31/10 – 16/12</b>	<b>Spring 1</b> <b>04/01 – 17/02</b>	<b>Spring 2</b> <b>27/02 – 31/03</b>	<b>Summer 1</b> <b>17/04 – 26/05</b>	<b>Summer 2</b> <b>07/06 – 21/07</b>
<b>Themes/Interests/Lines of Enquiry</b>	<b><u>Getting to know you!</u></b> Birthdays Family Harvest 11/09 BHM Autumn Diwali 24/10 European Languages Day 26/09 Halloween 31/10	<b><u>Julia Donaldson</u></b> Bonfire night 05/11 Light and dark Remembrance Sunday 12/11 Hanukkah 15/12 Maps Christmas	<b><u>Winter</u></b> Winter Lunar New Year 22/01 Internet safety 07/02 Valentines 14/02 Shrove Tuesday 21/02	<b><u>How does your garden grow?</u></b> Growing a seed Duck life cycle Spring Holi 08/03 Science week 11-20/03 Comic/sport relief 17/03 Mother's Day 19/03 Ramadan 22/03 Easter 09/04	<b><u>Once upon a time</u></b> Traditional tales Visit to Manchester Central Mosque 10.05.23 History of Oswald Road Eid 21/04	<b><u>Animals of the world</u></b> Animals Maps Blue planet 14/06/23 Father's Day 18/06
<b>Core Texts</b>	The Family Book Kippers Birthday Mouse House Oats peas beans and barley grow Autumn non-fiction Meg & Mog	Zim Zam Zoom – Firework Poem Room on the Broom Superworm The Scarecrows Wedding Zog Stick Man Nativity non-fiction	Winter non-fiction The Storm Whale in Winter Lunar New Year non-fiction Here Comes Jack Frost Internet Safety –Smartie the Penguin Mr Wolf's Pancakes	Jack and the Beanstalk Spring non-fiction Over in the Meadow Life cycle of duck non-fiction Oliver's Vegetables	Goldilocks and the Three Bears The Three Little Pigs Summer non-fiction The Gingerbread Man Lucy and Tom at School	Dear Earth Hello Mr Whale The Wide Wide Sea We all went on Safari Flip Flap Zoo The Bug Collector Jacob O'Reilly Wants a Pet

<b>Shared Read Texts</b>	All are Welcome Tiger who came to Tea Rubys Worry The Perfect Fit Difference Tidy Funny Bones	How to catch a star Whatever Next What the Ladybird Heard The Detective Dog The Highway Rat Me on the Map Pick a Pine Tree	The Snowflake Mistake The Snowy Day Dot in the Snow Goldy Luck and the Three Pandas Nanooka's Magical Garden The Internet is like a Muddy Puddle Chapati Moon	The Growing Story Mr Wolf and the Enormous Turnip Little Red Hen Ramadan non-fiction The Elephant and the Bad Baby	Goldilocks and Just the One Bear Ghanaian Goldilocks The Three Little Wolves and the Big Bad Pig Little Red and the Very Hungry Lion Biscuit Bear My Great Grandpa	Somebody Swallowed Stanley Comotion in the Ocean Tiddler Poles Apart Giraffes Can't Dance Billy's Beetle A Place Called Home
<b>Communication &amp; Language</b>	Role Play – Home corner, dressing up people who help us, shop role play, Meg's house  Small World Play - House and family characters, mouse house family, autumn, Diwali puppets, Halloween.	Role Play – Julia Donaldson settings, dark tent. Santa's Grotto/Nativity  Small world – Julia Donaldson settings, planets, Christmas/ Nativity.	Role Play – Winter wonderland, Lunar New Year, Pancake kitchen/shop.  Small world – frozen world, Lunar New Year animal puppets, story settings.	Role Play – Shop / Café / Garden Centre Farm/ducks.  Small world – Jack & the Beanstalk, spring, planting, farm.	Role Play – traditional tales  Small world – traditional tale puppets	Role Play – Under the sea / Jungle / Pet shop / Vets  Small world – Under the sea, safari, jungle, bug house, homes of the world
<b>Physical Development</b>	Penpals Fine Motor skills  <b>Speed, agility and coordination games. Throwing and catching Invasion and target games.</b> • Moving with developing control showing enjoyment of running and beginning to travel with more speed and control. • To be able to respond to simple commands eg: stop, go, fast, slow. • Negotiate obstacles safely with consideration for themselves and others.	Penpals Fine Motor skills  <b>Speed, agility and coordination games. Throwing and catching Invasion and target games.</b> • Moving with developing control showing enjoyment of running and beginning to travel with more speed and control. • To be able to respond to simple commands eg: stop, go, fast, slow. • Negotiate obstacles safely with consideration for themselves and others.	F Penpals Fine Motor skills  <b>Speed, agility and coordination games. Throwing and catching Invasion and target games.</b> • Moving with developing control showing enjoyment of running and beginning to travel with more speed and control. • To be able to respond to simple commands eg: stop, go, fast, slow. • Negotiate obstacles safely with consideration for themselves and others.	Penpals Fine Motor skills  <b>Speed, agility and coordination games. Throwing and catching Invasion and target games.</b> • Moving with developing control showing enjoyment of running and beginning to travel with more speed and control. • To be able to respond to simple commands eg: stop, go, fast, slow. • Negotiate obstacles safely with consideration for themselves and others.	Penpals Fine Motor skills  <b>Speed, agility and coordination games. Throwing and catching Invasion and target games.</b> • Moving with developing control showing enjoyment of running and beginning to travel with more speed and control. • To be able to respond to simple commands eg: stop, go, fast, slow. • Negotiate obstacles safely with consideration for themselves and others.	Penpals Fine Motor skills  <b>Speed, agility and coordination games. Throwing and catching Invasion and target games.</b> • Moving with developing control showing enjoyment of running and beginning to travel with more speed and control. • To be able to respond to simple commands eg: stop, go, fast, slow. • Negotiate obstacles safely with consideration for themselves and others.

	<ul style="list-style-type: none"> <li>• Be able to identify a safe space to stand.</li> <li>• Quickly change speed and direction.</li> <li>• Move energetically eg: running, jumping, hopping, skipping,</li> <li>• Use a range of resources used to bat, pat and hit a ball, modelling how to do this and giving children plenty of time for practice. Introduce children to balls games with teams, rules and targets when they have consolidated their ball skills.</li> <li>• Refine ball skills using a range of balls (tennis balls, ping pong balls and so on) throwing, catching, passing and aiming.</li> <li>• Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.</li> </ul>	<ul style="list-style-type: none"> <li>• Be able to identify a safe space to stand.</li> <li>• Quickly change speed and direction.</li> <li>• Move energetically eg: running, jumping, hopping, skipping,</li> <li>• Use a range of resources used to bat, pat and hit a ball, modelling how to do this and giving children plenty of time for practice. Introduce children to balls games with teams, rules and targets when they have consolidated their ball skills.</li> <li>• Refine ball skills using a range of balls (tennis balls, ping pong balls and so on) throwing, catching, passing and aiming.</li> <li>• Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.</li> </ul> <p>Dance: Seasons Gym: Flight, bouncing, landing and jumping</p>	<ul style="list-style-type: none"> <li>• Be able to identify a safe space to stand.</li> <li>• Quickly change speed and direction.</li> <li>• Move energetically eg: running, jumping, hopping, skipping,</li> <li>• Use a range of resources used to bat, pat and hit a ball, modelling how to do this and giving children plenty of time for practice. Introduce children to balls games with teams, rules and targets when they have consolidated their ball skills.</li> <li>• Refine ball skills using a range of balls (tennis balls, ping pong balls and so on) throwing, catching, passing and aiming.</li> <li>• Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.</li> </ul> <p>Dance: Seasons Nursery rhymes Gym: Flight, bouncing, landing and jumping Rocking and rolling</p>	<ul style="list-style-type: none"> <li>• Be able to identify a safe space to stand.</li> <li>• Quickly change speed and direction.</li> <li>• Move energetically eg: running, jumping, hopping, skipping,</li> <li>• Use a range of resources used to bat, pat and hit a ball, modelling how to do this and giving children plenty of time for practice. Introduce children to balls games with teams, rules and targets when they have consolidated their ball skills.</li> <li>• Refine ball skills using a range of balls (tennis balls, ping pong balls and so on) throwing, catching, passing and aiming.</li> <li>• Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.</li> </ul> <p>Dance: Nursery rhymes Gym: Rocking and rolling</p>	<ul style="list-style-type: none"> <li>• Be able to identify a safe space to stand.</li> <li>• Quickly change speed and direction.</li> <li>• Move energetically eg: running, jumping, hopping, skipping,</li> <li>• Use a range of resources used to bat, pat and hit a ball, modelling how to do this and giving children plenty of time for practice. Introduce children to balls games with teams, rules and targets when they have consolidated their ball skills.</li> <li>• Refine ball skills using a range of balls (tennis balls, ping pong balls and so on) throwing, catching, passing and aiming.</li> <li>• Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.</li> </ul> <p>Dance: Nursery rhymes Gym: Rocking and rolling Gym in the jungle</p>	<ul style="list-style-type: none"> <li>• Be able to identify a safe space to stand.</li> <li>• Quickly change speed and direction.</li> <li>• Move energetically eg: running, jumping, hopping, skipping,</li> <li>• Use a range of resources used to bat, pat and hit a ball, modelling how to do this and giving children plenty of time for practice. Introduce children to balls games with teams, rules and targets when they have consolidated their ball skills.</li> <li>• Refine ball skills using a range of balls (tennis balls, ping pong balls and so on) throwing, catching, passing and aiming.</li> <li>• Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.</li> </ul> <p>Dance: Jungle Gym: Gym in the jungle</p>
<b>Personal, Social &amp; Emotional Development</b>	<p>PHSE: Being Me in My World</p> <p>Self-identity Understanding feelings Being in a classroom Being gentle Rights and responsibilities</p> <p>Brushing teeth</p>	<p>PHSE: Celebrating Differences</p> <p>Identifying talents Being special Families Where we live Making friends Standing up for yourself</p> <p>Brushing teeth</p>	<p>PHSE: Dreams and Goals</p> <p>Challenges Perseverance Goal-setting Overcoming obstacles Seeking help Jobs Achieving goals</p> <p>Brushing teeth</p>	<p>PHSE: Healthy Me</p> <p>Exercising bodies Physical activity Healthy food Sleep Keeping clean Safety</p> <p>Brushing teeth</p>	<p>PHSE: Relationships</p> <p>Family life Friendships Breaking friendships Falling out Dealing with bullying Being a good friend</p> <p>Brushing teeth</p>	<p>PHSE: Changing Me</p> <p>Bodies Respecting my body Growing up Growth and change Fun and fears Celebrations</p> <p>Brushing teeth</p>

<b>Literacy</b>	<p>Essential Letters and Sounds Phase 2 Oral blending Sounding out and blending with 23 new grapheme-phoneme correspondences (GPCs) 12 new harder to read and spell (HRS) words</p> <p>Oxford University Press decodable readers. Rising stars Pleasure for reading book.</p> <p>Recognising and writing own names Initial sounds Segmenting CVC words Writing CVC captions with HRS words Labelling pictures linked to learning Sequencing stories and writing captions Writing a letter to a character in a story</p>	<p>Essential Letters and Sounds Phase 3 Oral blending Sounding out and blending with 29 new GPCs 32 new HRS words Revision of Phase 2</p> <p>Oxford University Press decodable readers. Rising stars Pleasure for reading book.</p> <p>Writing CVC words Writing CVC captions and sentences with HRS words &amp; high frequency words</p>	<p>Essential Letters and Sounds Phase 3 Oral blending Sounding out and blending with 29 new GPCs 32 new HRS words Revision of Phase 2</p> <p>Oxford University Press decodable readers. Rising stars Pleasure for reading book.</p> <p>Writing CVC captions &amp; sentences with HRS words &amp; high frequency words</p>	<p>Essential Letters and Sounds Phase 3 Oral blending Sounding out and blending with 29 new GPCs 32 new HRS words Revision of Phase 2</p> <p>Oxford University Press decodable readers. Rising stars Pleasure for reading book.</p> <p>Writing sentences with CVC words, HRS words, high frequency words, longer words and compound words</p>	<p>Essential Letters and Sounds Phase 4 Oral blending No new GPCs No new HRS words Word structures – cvcc, ccvc, ccvcc, cccvc, cccvcc Suffixes Revision of Phase 2 and Phase 3</p> <p>Oxford University Press decodable readers. Rising stars Pleasure for reading book.</p> <p>Composing and writing own sentences with phonetically plausible attempts at more complex words</p>	<p>Essential Letters and Sounds Phase 5 including alternatives and lesser-known GPCs Introduction to Phase 5 for reading 20 new GPCs 16 new HRS words</p> <p>Oxford University Press decodable readers. Rising stars Pleasure for reading book.</p> <p>Composing and writing own sentences with attempts at more complex words Extended sentences. Key features of Narrative.</p>
	<p>White Rose Maths: Getting to know you. Just like me!</p> <p>Match and sort Compare amounts Compare size, mass and capacity Exploring pattern</p>	<p>White Rose Maths: It's me 1,2,3! Light and Dark</p> <p>Representing 1,2,3 Comparing 1,2,3 Composition of 1,2,3 Circles and triangles Positional language Representing numbers to 5 One more and less Shapes with 4 sides Time</p>	<p>White Rose Maths: Alive 5! Growing 6, 7, 8</p> <p>Introducing zero Comparing numbers to 5 Composition of 4 and 5 Compare mass Compare capacity 6, 7 and 8 Comparing 2 amounts Making pairs Length and height</p>	<p>White Rose Maths: Building 9 and 10 Consolidation</p> <p>Counting to 9 and 10 Comparing numbers to 10 Bonds to 10 3d shapes Spatial awareness Patterns</p>	<p>White Rose Maths: To 20 and Beyond First, then, now</p> <p>Building numbers beyond 10 Counting patterns beyond 10 Spatial reasoning (1) Match, rotate, manipulate Adding more Taking away</p>	<p>White Rose Maths: Find My Pattern On the Move</p> <p>Doubling Sharing groups Even and odd Spatial reasoning (3) Visualise and build Deepening understanding Patterns and relationships Spatial reasoning (4)</p>

			Time		Spatial reasoning (2) Compose and decompose	Mapping
<b>Understanding of the World: Past and Present</b>	Family photos  Name and describe people who are familiar to them  People who help us – vicar from local church and oral health team	Author visit/Local library  Nativity	People who help us – Dentist visit	People who help us – Supermarket	Once upon a time at Oswald Road  People who help us – RNLI	Blue Planet recount Transport from the past.  People who help us – Vet visit, Dogs Trust
<b>Understanding of World Technology</b>	Coding week: Beebots  Technology area (CP)	Computing: Pic Collage (Zog)  Technology area (CP)	Computing: (Internet safety – Smartie the penguin)  Technology area (CP)	Technology area (CP)	Technology area (CP)	Computing: (Beebots – Animals) Technology area (CP)
<b>Understanding of the World People &amp; Communities</b>	RE: What makes people special? Christianity, Judaism  Halloween  Diwali  Geography: Autumn walk	RE: What is Christmas? Christianity (Incarnation)  Festivals of light/Christmas  Geography: Visit to library and walk to post box.	RE: How do people celebrate? Hinduism  Geography: Lunar New Year	RE: What is Easter? Christianity (Salvation)  Geography Spring walk to Field of Oz/Oswald Road Pocket Park/Chorlton Community Garden  Comic/sports relief (Geography)	RE: What can we learn from stories? Christianity  Eid  MFL: Spanish songs iHola! Super Simple Español	RE: What makes places special? Christianity, Islam, Judaism  Maps  Geography: Visiting Blue Planet
<b>Understanding of the World The Natural World</b>	Science: Senses (collecting leaves) Body parts Compare environments: Autumn (woods/forest)	Science: Light and Dark Explore the natural world Compare environments: space	Science: Senses: winter (ice) Winter (Geography)  Explore the natural world	Science: Lifecycles Cress/Beans Plant Potatoes Ducks Spring (Geography)	Science: Compare environments: Underwater environments Explore the natural world	Science: Decay and changes over time Dig up Potatoes Explore the natural world

	Changing seasons: Harvest Autumn (Geography) Explore the natural world	Senses (Bonfire night) Bethlehem		Explore the natural world Chit Potatoes  Science week 11-20/3/22	Senses: Summer walk Summer (Geography)	Compare environments animals live in
<b>Expressive Art &amp; Design</b>	<p>Music: I've got a grumpy face</p> <ul style="list-style-type: none"> <li>• Timbre</li> <li>• Beat</li> <li>• Pitch contour</li> </ul> <p>The sorcerer's apprentice</p> <ul style="list-style-type: none"> <li>• Musical storytelling</li> <li>• Louder/quieter</li> <li>• Faster/slower</li> <li>• Higher/lower</li> <li>• Timbre</li> </ul> <p>DT: Food: Halloween cake Mechanisms: Split pin witches Textiles: Collage mice Junk Modelling (CP) Creative Table (CP)</p> <p>Art: Drawing: Painting faces Textiles: Collaging mice Autumn leaf hedgehogs Printing: Harvest 3D form: 3D form: Clay diva lamps Junk Modelling (CP) Creative Table (CP)</p>	<p>Music: Witch, witch</p> <ul style="list-style-type: none"> <li>• Call-and-response</li> <li>• Pitch (la-so-mi-do)</li> <li>• Timbre</li> </ul> <p>Row, row, row your boat</p> <ul style="list-style-type: none"> <li>• Beat</li> <li>• Pitch (step/leap)</li> <li>• Timbre</li> </ul> <p>DT: Structure: Rocket Textiles: Firework wands Food: Decorate biscuits Junk Modelling (CP) Creative Table (CP)</p> <p>Art: Drawing: Pastel Fireworks Calendar Painting: Scarecrows Textiles: Firework wands Printing: Christmas card 3D form: Rocket Junk modelling (CP) Creative Table (CP)</p> <p>Dance &amp; Gymnastics</p>	<p>Music: Bird Spotting: Cuckoo polka</p> <ul style="list-style-type: none"> <li>• Active listening</li> <li>• Beat</li> <li>• Pitch (so-mi)</li> <li>• Vocal play</li> </ul> <p>Shake my sillies out</p> <ul style="list-style-type: none"> <li>• Timbre</li> <li>• Pitch (higher/ lower)</li> <li>• Tempo (faster/ slower)</li> <li>• Beat</li> </ul> <p>DT: Textiles: Collaging hearts Junk Modelling (CP) Creative Table (CP)</p> <p>Art: Drawing and painting: Winter Chinese dragon Textiles: Collaging valentine's hearts 3D form: Junk Modelling (CP) Creative Table (CP)</p> <p>Dance &amp; Gymnastics</p>	<p>Music: Up and down</p> <ul style="list-style-type: none"> <li>• Pitch contour (rising and falling)</li> </ul> <p>Five fine bumble bees</p> <ul style="list-style-type: none"> <li>• Timbre</li> <li>• Tempo</li> <li>• Structure (call-and-response)</li> <li>• Active listening</li> </ul> <p>DT: Mechanisms: Create a moving picture with a lever. (Easter Cards) Textiles: Collaging ducks Junk Modelling (CP) Creative Table (CP)</p> <p>Art: Drawing and painting: Beanstalks Ducks Spring Collaging: Ducks 3D form: Junk Modelling (CP) Creative Table (CP)</p> <p>Dance &amp; Gymnastics</p>	<p>Music: Down there under the sea</p> <ul style="list-style-type: none"> <li>• Timbre</li> <li>• Structure</li> <li>• Active listening</li> <li>• Tune moving in step</li> <li>• Soundscape</li> </ul> <p>It's oh so quiet!</p> <ul style="list-style-type: none"> <li>• Dynamics</li> <li>• Timbre</li> <li>• Musical storytelling</li> </ul> <p>DT: Structure: Textiles: House (3 Little Pigs) 3D form: Salt Dough Gingerbread Man Junk Modelling (CP) Creative Table (CP)</p> <p>Art: Drawing: Summer Traditional tales Painting: Colour Mixing 3D form: 3 pigs houses Junk Modelling (CP) Creative Table (CP)</p> <p>Dance &amp; Gymnastics</p>	<p>Music: Slap clap clap</p> <ul style="list-style-type: none"> <li>• Music in 3-time</li> <li>• Beat</li> </ul> <p>Bow, bow, bow Belinda</p> <ul style="list-style-type: none"> <li>• Beat</li> <li>• Active listening</li> <li>• Accompaniment</li> </ul> <p>DT: Structure: Build a ramp for a toy car Food: Fruit kebabs Junk Modelling (CP) Creative Table (CP)</p> <p>Art: Drawing: Animals &amp; environments Painting: Animals &amp; environments 3D form: animal Junk Modelling (CP) Creative Table (CP)</p> <p>Dance &amp; Gymnastics</p>

<b>Enrichment</b>	Halloween Harvest Diwali European Day of Languages Vicar visit – Harvest talk Oral health workshop	Remembrance Sunday Bonfire night Road Safety Week Hanukkah Christmas Anti-Bullying week Children in Need Author visit Library visit Nativity Christmas pantomime	Lunar New Year Internet safety Day	Spring Walk Ducks Pancake Day World Book Day Mother's Day Comic/Sport Relief Easter Science week 11-20/03 RNLI visit	Eid St Georges day Amateur theatre company	Blue Planet Aquarium Vet visit Dogs Trust Eid Sports day Father's Day Transition time Healthy schools week
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