



**Year R**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>Topic Name</b>	Marvellous Me	Celebrations	3 is the Magic Number	People Who Help Us	Here we grow	Carnival of the animals
<b>Topic Hook</b>	Starting School	Sparklers (Bonfire Night)	A visit from Goldilocks	Someone is hurt, who would help them?	Planting beans	Animal foot prints. Who do they belong to?
<b>Personal, Social &amp; Emotional Development</b>	Behaviour expectations including behaviour board.  Keeping our classroom tidy	Being a good friend What is being kind?	Why do we apologise? Resolving a conflict	Resolving a conflict Empathy towards others	Changes	Transition
<b>Physical Development</b>	Gross motor skills Fine motor skills (Funky Fingers) Bikes/scooters	Gross motor skills Fine motor skills (Funky Fingers) Dressing/undressing Bikes/scooters	Dressing/undressing Balancing and coordination Bikes/scooters	Dressing/undressing Balancing and coordination Keeping Healthy Bikes/scooters	Balancing and coordination Keeping Healthy	Balancing and coordination Keeping Healthy
<b>Communication &amp; Language</b>	Listening to stories as a class  Talking in small groups sharing holiday bag.	Listening to stories as a class  Talking in sentences	Talks in a small group to Plan and review in sentences.	Talks in front of class about likes and dislikes.	Past/future tense when speaking in sentences.	Past/future tense when speaking in sentences.
<b>Literacy</b>	Mark making Name writing	Poster- Firework safety Cards- birthday/Christmas Letter- To Father Christmas List	Story map Labelling Letter- to Goldilocks Recipe- Porridge making Poster- Find Goldilocks	Letter- a family member Story map Description- Superhero	Story map Instructions- Planting a seed Bean diary	Letter- Dear Zoo Story map Poster- missing animal Innovation- Dear Zoo
<b>Maths</b>	Counting songs Numbers to 10/20 2D shapes- Pictures	Repeating pattern 1 more/1 less	Data collection- Porridge tasting 3Dshapes- models	Estimating Sharing/ doubling Money	Estimating Sharing/ doubling Money	Estimating Sharing/ doubling Money

			Positional language Measurement	Time	Time Data collection- Minibeasts	
Understanding the world	Families	How I celebrate events	Materials to build a bridge	People who help us in the community	Growing plants Life Cycles	Caring for the environment & the animals that live there
Expressive Arts & Design	Drawing- Self portraits Collage- Elmer	Painting- Fireworks	Modelling- bridges/houses Sculpture- Clay trolls	Role Play- Doctors Drawing- Design a costume	Drawing- Plants & animals	Sketching- Animal prints Painting- Animals Collage- Animal print
Music	Exploring sounds & singing	Exploring sounds & singing	Rhythm	Rhythm	Moving to music	Moving to music
Computing	Click and drag Use of different technology	Painting a picture Use of different technology	Simple ICT games Use of different technology	Logging on Use of different technology	Logging on Use of different technology	Painting a picture Use of different technology
RE	God & Creation	Celebrating Birthdays/Christmas	Jesus a Storyteller	Easter Garden and candles	Special Clothes	Special things-Torah
PE		Behaviour expectations in the hall	Dance Balance, Coordination	Dance Balance, Coordination	Dance Sports Day games	Dance Sports Day games
British Values		Diwali Bonfire Night Remembrance Day	Chinese New Year	Mother's Day Pancake Day		Father's Day
Themed Day / Cross Phase event	Cross phase- Autumn	Cross Phase – Diwali & Christmas Hats Friendship Friday Dress in Yellow	Cross Phase – Chinese New Year & Valentines Day	Cross Phase- Mother's Day World Book Day Comic Relief		Cross Phase- Fathers Day
Visits / Visitors	Build a Bear	Church		Nurse, Builder, Head Teacher, Post Office Church	Longdown	Marwell
Parental Involvement	Wow Topic Finish Open Classroom Stay & Play: Join in with Discovery Time	Wow Topic Finish Open Classroom Nativity Performance	Wow Topic Finish Open Classroom Stay & Play: 3 Billy Goats Gruff activities	Wow Topic Finish Open Classroom Stay & Play: Creating a super hero costume	Wow Topic Finish Open Classroom Community Event	Wow Topic Finish Open Classroom Stay & Play – Making animal model
Learning Values	Responsibility	Love	Courage	Thankfulness	Hope	Changes