

2020 – 2021 Curriculum Map Year R

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Experiences	Woodland Walk Music performances Library	Woodland Walk Local Area – Church, Post Office Pantomime	Woodland Walk Fireman / Fire Engine Doctor Army	Woodland Walk Farmer Ian / Ducklings Vet / Butterflies / Frogspawn	Woodland Walk Personal Trainer (Gym) Chef – Healthy Eating Farm Shop	Woodland Walk Supermarkets Pizza Express
Other Events	Meet the Teacher Phonics and Mark Making Parent Session	Year R/1/2 Christmas Production Parents' Evenings Stay and Play Sessions	Maths Parent Session Stay and Play Sessions	Parents' Evenings Mothers' Day Stay and Play Sessions	Stay and Play Sessions	Transition Day Father's Day 'Share a Story' Stay and Play Sessions
Communication and Language: Listening and attention, understanding, Speaking	Sits still and maintains attention, is able to listen to others. Begins to use sentences to make meaning clear. Retelling a simple event.	Responds to simple questions and instructions. Introduces narrative into their play.	Link to Family time - Questions why things happen and gives explanations (making the right behaviour) choices Responds appropriately to others	Beginning to understand why and how questions Uses language to recreate experiences	Being Healthy Responds to a two-part instruction. Can listen and do for a short span Fairy Tales - begins to develop their own narratives	Listens attentively in a range of situations. Follows instructions involving several ideas or actions. Extends vocabulary and uses tenses correctly when talking about events.
Physical Development: Moving and handling, Health and Self-care	Fidgety Finger morning activity (fine motor skills) Trim Trail PD in outdoor area Managing own personal needs	Fidgety Finger morning activity (fine motor skills) Changing for PE Working as a group Gymnastics – 5 positions Managing own personal needs	Fidgety Finger morning activity (fine motor skills) Gymnastics – 5 positions Apparatus / travels with confidence under over and through equipment	Fidgety Finger morning activity (fine motor skills) Dance – experimenting with different ways of moving	Fidgety Finger morning activity (fine motor skills) Team games and collaboration - shows increasing control over equipment Importance of exercise and a healthy diet Scooters	Fidgety Finger morning activity (fine motor skills) Athletics and preparation for Sports Day Good control and co-ordination
Personal, Social and Emotional Development: Making relationships, Self-confidence & self-awareness, Managing feelings & behaviour	Family Time focus: Settling in and making new friends. Behaviour, rules and expectations 'BEST' animals Building positive relationships with adults and children Initiates play and can ask for help. Be aware of own feelings	Family Time focus: Understanding others How to play nicely – taking turns and sharing Shows awareness of own feelings and behaviour Adapt behaviour to different events Play in a group Show friendly behaviour and initiate conversations with adults and peers.	Family Time focus: Understanding others Kindness and being a good friend - forms good relationships with peers and adults Understand how other people feel and how to make them feel better	Family Time focus: Turn-taking and showing consideration of other's ideas Confident to speak to others and work as part of a group Try new activities Understand consequences that link to behaviour	Family Time focus: how to stay healthy - recognises similarities and differences Describing ourselves in positive terms. Be confident to speak to others in a small group	Family Time focus: Shows sensitivity to other's needs Will try new activities. Will choose resources Managing transition
Literacy: Reading and Writing	Phonics – Phase 1 / 2 Mark making Finding rhyming pairs Rhyming strings Initial sounds Retell a familiar story	Phonics – Phase 1 / 2 Give meaning to marks Labels – for own drawings Lists - Santa Christmas cards Letters to Santa	Phonics – Phase 3 Labels Captions Recounts Spell some common irregular words Simple short sentences	Phonics – Phase 3 Descriptions: farm animals Non-fiction – animal facts Instructions Recount writing	Phonics – Phase 3 Non-fiction writing: explanations Description writing Instructions Alternative version of a familiar story	Phonics – Phase 4 Writing letters Inventing stories Non-fiction: Information
Maths: Numbers, Shape, Space and Measures (SSM)	Baseline Number: counting and recognition Recognise numerals to 5 Counts objects 1:1 Count actions/objects that cannot be moved match numeral and quantity	Shape, Space and Measure: Time My Day Number: addition and subtraction Comparing sets of objects one more and one less practical addition and subtraction - sorting	Number: counting and recognition Number bonds to 5 Recognise numerals to 10 Counts objects 1:1 Count actions/objects that cannot be moved match numeral and quantity	Number: addition and subtraction Comparing sets of objects finding the total one more and one less Number bonds to 10 Shape Space and Measure: 2D and 3D shape	Number: counting and recognition Recognise numerals to 20 Counts objects 1:1 Count actions/objects that cannot be moved match numeral and quantity count on and back estimate and check Odd and even Number: doubling and halving Shape, Space and Measure: exploring patterns	Number: addition and subtraction finding the total count on and back estimate and check Shape Space and Measure: length, weight and capacity consolidation and assessment
Understanding the World: People and communities, The World, Technology	To talk about our own lives. Finding out about our families. Knows some of the things that make them unique – Scrapbooks. Laptops – age appropriate computer programmes	Celebrating Birthdays How families celebrate Christmas Recognise and describe special times and events Laptops – age appropriate computer programmes	Special People Specialness Codapillar Similarities and differences between communities and traditions Laptops – age appropriate computer programmes	Celebrating Easter Celebrating Life cycles Codapillar Animals Laptops – age appropriate computer programmes Internet safety	Learning from Stories Fruit / vegetable tasting Foods from around the world Develops an understanding of growth Laptops – age appropriate computer programmes	Moving On Knows about similarities and differences in relation to people and places Laptops – age appropriate computer programmes Internet safety
Expressive Arts and Design: Exploring & using media and materials, Being imaginative	Singing familiar songs Explore sounds of instruments Taps out simple rhythms Continuous provision – exploring colour, junk modelling Role play area	Learning new songs Continuous provision – Exploring ways of constructing Drawing, painting, pattern Deconstructed role play	Working from imagination and observation Modelling with purpose Continuous provision – transient art, painting, printing Deconstructed role play	Build a repertoire of songs and dances Modelling with purpose Pattern Selecting tools and techniques Compare and evaluate Deconstructed role play	Representing feelings, ideas and thoughts through music and dance Modelling with purpose Adapt work where necessary Texture / collage Deconstructed role play	Sing songs, make music and dance and experiment with ways of changing them Modelling with purpose Drawing Deconstructed role play



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