| Area of Learning |  | mn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Possible Themes/Interests/Lines of Enquiry | Teddy Bears Pete the Cat Pets Autumn Family | Homes My school |  | Winter <br> Arctic <br> Lost and Found <br> Snow Bears/Penguins <br> Chinese New Year | Pancake Day <br> Easter <br> Growing up - babies - generations <br> Planting/Gardening/Spring <br> Animals minibeasts | Life cycles - <br> Frog/butterfly/plant/sunflowers Local Area - Local park visit Minibeasts animals | Summer holidays (past and present) <br> Hot places <br> Rockpools <br> Mermaids <br> Pirates |

Children may be at different stages due to the wide age range and varied starting points in the setting.


The development of children's spoken language underpins all seven areas of learning and development. Children's back-and-forth interactions from an early age form the foundations for language and cognitive development. The number and quality of the conversations they have with adults and peers throughout the day in a language-rich environment is crucial. By commenting on what children are interested in or doing, and echoing back what they say with new vocabulary added practitioners will build children's language effectively. Reading frequently to children, and engaging them actively in stories, non-fiction, rhymes and poems, and then providing them with extensive opportunities to use and embed new words in a range of contexts, will give children the opportunity to thrive. Through conversation, story-telling and role play, where children share their ideas with support and modelling from their teacher, and sensitive questioning that invites them to

## elaborate, children become comfortable using a rich range of vocabulary and language structures.

| Enjoys listening to stories. |
| :--- |
| Uses sentences of around 4-6 words. |

Talks to themselves when playing
(using language to think).
Speaks differently in different
contexts (apparent in imaginative play).
Can describe what is happening, express ideas and start conversations. Generally uses pronouns correctly. Asks lots of questions. Enjoys rhymes and songs.

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Enjoys rhymes and songs.
Understands the importance of listening. Has an extensive vocabulary. Sometimes joins longer sentences
with because (cause and effect).
Retells stories and sequences events.
Often gives a running commentary
during play.
Sometimes blurs boundaries between
fact and fiction.
Speech is generally fully intelligible but there may be some incorrect
pronunciation.
Enjoys non-fiction books, especially an
area they are interested in, e.g.
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## Emotional

 DevelopmentTakes turns and shares (not consistently). Seeks the approval of an adult. Enjoys make-believe play.
Has a set of feelings about themselves. How they feel about themselves is influenced by their relationships with people around them.

## Is beginning to follow rules.

Takes interest in roles in the home, e.g. who makes their meals, who reads their bedtime stories
Can describe their local environment. Knows that money is used to buy things.

Children's personal, social and emotional development (PSED) is crucial for children to lead healthy and happy lives, and is fundamental to their cognitive development. Underpinning their personal development are the important attachments that shape their social world. Strong, warm and supportive relationships with adults enable children to learn how to understand their own feelings and those of others. Children should be supported to manage emotions, develop a positive sense of self, set themselves simple goals, have confidence in their own abilities, to persist and wait for what they want and direct attention as necessary. Through adult modelling and guidance, they will learn how to look after their bodies, including healthy eating, and manage personal needs independently. Through supported interaction with other children, they learn how to make good friendships, cooperate and resolve conflicts peaceably. These attributes will provide a secure platform from which children can achieve at school and in later life.

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Uses the toilet independently.

Is beginning to use language rather than physical outbursts to express
s beginning to use appropriate behaviour for different settings, e.g. indoor voices.
Can name some basic feelings, e.g. happy, sad, angry and scared
dentifies basic character virtues, e.g. kindness.
uses the toilet independently.
Is becoming confident and self assured. Enjoys dramatic play.
Can cope with delays in having needs met. Demonstrates persistence and some emotional control.
Is able to identify basic character virtues and opportunities to use them.
Identifies basic feelings and some strategies to manage them.
Follows basic hygiene rules

Enjoys make-believe play.
Has a set of feelings about themselves. How they feel about themselves is
nfluenced by their relationships with people around them
Is sociable and enjoys silly talk.
May have a best friend.
Plays with a group.
Has a stable self-concept.
Is beginning to identify what makes them special

## beginning to follow rules.

Takes interest in roles in the home, e.g. who makes their meals, who reads their bedtime stories.
an describe their local environment. Knows that money is used to buy things. Helps to create rules.
Takes notice of roles performed by members of their family outside the home. Knows that people earn money by working
Can describe what they like and don't like about their environment.

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Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy and active lives.
Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults. By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility. Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being.

## Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy. Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the

## practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence.

## Takes weight on hands and knees, tummy down, like a table.

Can lift up one foot or hand at a time. Hangs on a bar using hands,
stands on a floor marker on two feet, bends down and picks up an object from the floor.
an push a tyre along the ground
umps with two feet along a line of floor markers.
Passes a balloon from hands to feet and back again while lying on back.


Can walk backwards and sideways.
Shows good spatial awareness.
Walks up stairs, putting one foot on each step.
Can jump on two feet.
Pedals a tricycle.
Can catch a balloon


Holds a pencil with fingers in proper position.
Paints with a crayon or brush, often covering the whole page
Cuts with scissors but not always in a straight line.
Can thread large beads onto a lace.
Builds a tower with six or more blocks. Can copy a circle
Enjoys floor play with bricks, boxes, trains, cars and small world figures

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Jumps with two feet along a line of floor markers.
Passes a balloon from hands to feet and back again while lying on back. Takes weight on hands and feet, tummy up (back straight, no sagging). Can lift up one foot or hand at a time. Hangs on a bar and lifts up a bent les tands on a floor marker on one leg, bends down and picks up an object from he floor.
Picks up a tyre and pushes it along the floor.
Jumps from side to side along a skipping rope
Passes a beach ball from hands to feet and back again while lying on back
Can walk backwards and sideways.
Shows good spatial awareness.
Walks up stairs, putting one foot on each ste
Can jump on two feet.
Pedals a tricycle
an catch a balloon.
Climbs on play equipment.
Walks up and down stairs, with one foot on each step.
Claps in time to music.
an catch, kick, throw and bounce a ball. Can use a balance bike.
an hop and march.
Uses a variety of different playground equipment.
Holds a pencil with fingers in proper position.
Paints with a crayon or brush, often covering the whole page
Cuts with scissors but not always in a straight line.
Can thread large beads onto a lace.
Builds a tower with six or more blocks. Can copy a circle.
njoys floor play with bricks, boxes, trains, cars and small world figures hreads small beads onto a lace
uilds a tower of ten or more bricks.
Can build with other construction toys. Draws a house
Copies the capital letters $\mathrm{O}, \mathrm{V}$ and H .
beginning to fasten buttons and zips. Draws a person with head, legs, body nd (usually) arms and fingers.

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Explores differences in size, weic and length.
Describes length or height
measurements as big or small.

Uses names of 2D shapes as labels, with no reference to attributes. May physically rotate shapes to match a prototype shape.
Uses everyday language for 3D Is beginning to see block. environment, e.g. a house is seen as square with a triangle roof.

## Responds <br> language.

Walks different dind landmarks.
Uses trial and error to move and rotate objects to fit spaces.


Recognises and identifies objects that are alike.
Sorts by using a single attribute, e.g. colour, shape or function. which has a realia graph by saying which has more or less.


## pattern

Extends a pattern if it ends with a whole unit within the pattern, e.g. Red, Red, Blue ; Red, Red, Blue ; Red, Red, Blue (where Red, Red, Blue is a whole unit).


Recognises and identifies objects that are alike, e.g. red objects.
Sorts by using a single attribute, e.g. picked out all the heart-shaped pieces. Uses binary sorting: dividing a collection into two groups, ones with a specific attribute and ones without. Comes up with their own criteria for sorting

## 

Shares by dealing out a group of objects between two people. Engages in rhythmic counting, emphasising alternate numbers, e.g. one, two, one, two.
problems up to five, by counting with objects, e.g. 'You have two books and et one more. How many are there

Makes comparisons between objects
relative to size, weight and capacity Packs cubes into a box in an organised
way. Remembers the sequence of events in a Remembers the sea
book or in real life Uses non-standard measuring tools.


## language

Walks differ res landmarks.
Uses trial and error to move objects to fit spaces
Describes the position of an object. Follows/gives verbal directions to find something using spatial language.
Follows Follows a simple map
 and then counts all three.) Matches sets by lining them up with one-to-one correspondence.
Knows a whole is bigger than the parts
but may not accurately quantify each.
Finds answers to 'result unknown'
problems up to ten, by counting with
objects, e.g. 'You have six toys and given three more. How many are there altogether?' (Counts out six, then three and then counts all nine.)
Solves subtraction problems by
separating objects, e.g. 'You have six
balls and you give Mustafa two. How
many balls do you have left?' (Counts
out six, then takes away two and counts
the remaining four.)
with groups up
Quickl


Identifies length as atributes
Explores differences in size, weight and length.
Describes length or height
measurements as big or small.
Makes comparisons between objects relative to size and length.
Physically aligns two objects to see
Packs cubes into
Packs cubes into a box in an organised
way.

## Fills in

Whole unit with if it ends with a Red, Blue ; Red Red Battern, e.g. Red Red, Blue ; Red, Red, Blue ; Red, Red, Blue (where Red, Red, Blue is a whole unit).


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Compares by counting with groups up uickly
Quickly names parts of a set up to six.


Identifies length as atributes
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Physically aligns two objects to see which is longer.
Packs cubes into a box in an organised way.
Uses 'than' to compare objects. Remembers the sequence of events in a Remembers the sequ.
book or in real life.
Uses non-standard measuring tools.


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Interprets a realia graph by saying which has more or less.
Sorts objects by a single attribute and is able to say how many
ph and pictogram with some adult guidance.


Shares by dealing out a group of object between two people.
Engages in rhythmic counting, emphasising alternate numbers, e.g. one, two, one, two.
Makes small equal groups (up to six) in the context of sharing fairly. Skips one-to-one counting, saying 'two, four, six', missing out, or counting internally, the other numbers.





