	Themes	Brown Bear Brown bear Bill Martin Jr / Eric Carle	You Choose	The Worrysaurus	The Hungry Caterpillar THE VERY HUNGRY CATERPILLAR by Eric Carle	The Three Billy Goats Gruff	The Train Ride
Pa	Trips rent Link days	Fire Fighters	Magic Andrew		Live caterpillars	Farm animals	Sports
-Li	ssible role play ideas nk to children's rrent interests	Home corner(Kitchen) Shop	Home corner (addition of bedroom) Post office	Dinosaur land Cave	Home corner Cafe/restaurant	Ambulance/hospital/Fire station	Train
3 Prime Areas of Learning and Development	Personal, Social and Emotional Development	Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them. Develop their sense of responsibility and membership of a community. The Colour Monster- Happy and Sad emotions	Become more outgoing with unfamiliar people, in the safe context of their setting. Increasingly follow rules, understanding why they are important.	Show more confidence in new social situations. Play with one or more other children, extending and elaborating play ideas. The Colour Monster Feeling loved and people who are special to us.	Develop appropriate ways of being assertive. Talk with others to solve conflicts. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. The Colour Monster- Angry/ worried and what to do when we feel this way	Find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider- Man in the game, and suggesting other ideas. Understand gradually how others might be feeling.	Remember rules without needing an adult to remind them Find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas. Understand gradually how others might be feeling.

	Physical Development	Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Using simple tools safely Practising holding scissors. Drawing lines and then circles using gross motor movements.	Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Use one-handed tools and equipment, for example, making snips in paper with scissors. Continue to develop pre writing shapes.	Start taking part in some group activities which they make up for themselves, or in teams. Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand.	Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm. Shape formation further pre writing shapes. Cutting skills- continue to practise to use scissor by moving scissors through paper to cut sections.	Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Letter formation and pencil grip Cutting skills- following lines.	Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips. Letter formation and pencil grip Cutting skills- following curved lines and cutting around shapes.
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Communication and Language		Taking part in very small group listening activities.		Listening as part of a medium-sized group with visual and/or kinaesthetic support.		Listening to my peers' conversations in one-to-one or small group situations even if the topic is not following my agenda.		
	Listening in a small group with visual and/or kinaesthetic support.		Listening to peers' conversations in one-to-one or small group situations.		Listening attentively in medium-sized groups, offering actions, comments or guestions.			
			Playing 'odd-one-out' games a picture from a choice of three	•	Play 'What am I?' games with visual support, selecting the target from a small choice of objects.			
		Sorting a set of objects into two groups based on a shared, simple semantic link e.g. 'food' or 'clothes.'		simple semantic link. Following instructions at three-word-level in a specific		Following instructions at four-word-level including early colour, size or position concepts.		
			order.		Following instructions at four-word-level in a specific order.			
		Following instructions at three-word-level including early colour, size or position concepts.		To understand instructions containing the words 'behind,' 'in front' and 'next to.'		Beginning to offer reasons and explanations in response to 'why' and 'how' questions.		
	Launch Pad Following simple instructions containing 'on', 'in' and 'under.'		Beginning to understand 'why' and 'how' but responses may be limited. I offer more when reasons or explanations are modelled in comments instead. Offering responses to 'when' guestions.		Understanding and following sequential instructions containing words such as 'before,' 'after,' 'first,' 'last' and 'later'.			
		LFL-Auditory and Gross Motor	LFL-Speech and Receptive Language	LFL-Phonological Awareness	LFL-Expressive Language and Vocabulary	LFL-Visual and Symbolic	LFL-Pragmatic and Fine Motor	

	Literacy	Recognising own name.	Recognising own name.	Using shapes to make name.	Write letter shapes in name	Write letter shapes in name.	Write name,
		Brown Bear	You Choose	Dinosaur Roar	The Hungry Caterpillar	Three Billy Goats Gruff	The Train Ride
		Children to talk about themselves	The Christmas Story		Other books on growth	Rhymes-	Rhymes
		Nursery Rhymes			Non fiction- Instructions How to plant a seed	Non-Fiction-Facts on farm animals	Non-Fiction-Sea
		Fourier Charles	Non-Fiction-Letters-Writing				
		Favourite Stories	to Santa.	Rhymes-		Rhymes-	Rhymes-
ent		Mark making-lines	Mark making circles	January Wind the Bobbin	Rhymes- March Miss Polly had a dolly		June -Mary Had a Little Lamb
and Development		Rhymes -	Rhymes - November- Jack and Jill went	February I'm a little teapot	April 5 Currant Buns	May If you're happy and you know it. (Commando Joe,s	
Dev		September -5 Little	up the hill. ( Commando Joe's			activity)	
		Speckled Frogs	activity)		(Incy Wincy Spider - Commando Joe's activity)		July 10 Little Aeroplanes
rning	Phonics	October -5 Little	December -5 Little Elves				Aeropiaries
of Learning		Pumpkins					
Specific Areas		Phase 1-Aspect 1/2	Phase1 Aspect 3	Phase 1 Aspect 4	Phase 1 Aspect 5	Phase 1 Aspect 6	Phase 1 Aspect 7 Phase 2
4	Mathematics	Counting rhymes.	Counting rhymes	Counting rhymes	Counting rhymes	Counting rhymes	Counting rhymes
		Counting aloud to 5 and then 10	Counting 0-10	Counting 0-10 1-1 correspondence	Counting forwards and backwards 0-5 and then	Counting forwards and backwards 0-10	Counting forwards and backwards 0-10
		1-1 correspondence when	1-1 correspondence Subitizing 1-3	Subitizing to 5 Ordering by length	beyond 1-1 correspondence	1-1 correspondence	and then beyond
		counting objects.		of dering by length		Measures-distance/length	
		Sorting by colour	Pattern and shape		Positional language	Shape	Shape
		Sorting by colour	Exploring weighing		Capacity	Repeating pattern	Repeating pattern

Understanding	Ourselves similarities and	Celebration boxes	Chinese New Year	Minibeasts	E Safety	Vehicles Past and
of the world	differences			Growing		Present
		Divali	Holi		Animals-Farm	
	Family			Healthy foods		Using technology to
			Mother's day			video/photograph
						Father's day
Expressive	Drawing of themselves	Exploring colour-through	Colour mixing	Observational drawings	Looking at structures	Model making
Arts and		festivals			Den Building	
Design					Role Play	Graduation
	Exploring sounds making instruments	Christmas singing	Role Play	Role Play		performance.
		Role play				
		Autumn collage				