KS1 Long Term Plan

Communication &	Entertainment		Transport		Water	
Literacy All Curriculum	Term 1 (Cooperation)	Term 2 (Courage)	Term 3 (Honesty)	Term 4 (Perseverance)	Term 5 (Respect)	Term 6 (Kindness)
Pathways will study the same key text	READING	READING	READING	READING	READING	READING
·	Fiction	Non-Fiction	Drama - Recount	<u>Non-Fiction – Sequence/</u> Summarise	Fiction – Vocabulary	Poetry – Inference
Year 2	Text:• A Good Place – Nicola CousinsFocus: Comprehension – Vocab. Writing – Creative Writing, Letter Formation and Word Production Sp&L – Vocabulary – 	Text:• Animal Surprises – Nicola DaviesFocus: Comprehension – Vocab. Writing – Creative Writing Sp&L – Responding to and creating poetryOngoing Phonics	RumpelstiltskinRumpelstiltskin	 Blow a Kiss, Catch a Kiss – Joseph Coelho Caterpillar Cake – Matt Goodfellow 	 A Mid-Summer Nights Dream The Tempest Henry V Formal Phonics/ Guided Reading Daily Book Share Linked props and visuals Following instructions	 I can Do It – A book of 5 Fastenings – Patricia Hegarty Rosa's Big Sun Flower Experiment
	Ongoing Phonics		WRITING Writing skills: AAC Mark Making Letter Formation CVC words	WRITING Writing skills: AAC Mark Making Letter Formation CVC words	WRITING Writing skills: RumpelstiltskinFormal AAC Letter Formation Caption/Sentences Making instructions: How to turn into Using objects and visuals SpellingsRoom on the Broom Formal AAC Spellings Letter Formation Caption/Sentences Design a broom – using labels and captions	WRITING Writing skills: The Big Book of Blue Formal AAC Letter Formation Caption/Sentences Making instructions: Writing to inform using sentence strips/ sentence building/ colourful semantics Spellings
			EXPRESSIVE AND RECEPTIVE COMMUNICATION Sound discrimination/phonological awareness S&L AAC	EXPRESSIVE AND RECEPTIVE COMMUNICATION Sound discrimination/phonological awareness S&L AAC	EXPRESSIVE AND RECEPTIVE COMMUNICATION Rumpelstiltskin Formal Retell elements of the story S&L AAC	EXPRESSIVE AND RECEPTIVE COMMUNICATION The Big Book of Blue Formal S&L AAC Recall learnt facts

	DEADING	READING		PEADING	Room on the Broom Formal Communicate about features of broom AAC S&L	READING
SEMI FORMAL	READING	READING	READING	READING	READING	READING
	FictionText: • A Good Place – Nicola CousinsConsinsFocus: Comprehension – Vocab. Writing – Creative Writing, Mark Making and Linking Symbols and Words Sp&L – VocabularyOngoing Phonics	 Non-Fiction: I Like the Rain – Sarah Nelson Animal Surprises – Nicola Davies 	Drama - Recount • Rumpelstiltskin • Rumpelstiltskin	 Non-Fiction – Sequence/ Summarise Blow a Kiss, Catch a Kiss – Joseph Coelho Caterpillar Cake – Matt Goodfellow 	 Fiction – Vocabulary A Mid-Summer Nights Dream The Tempest Henry V Semi-Formal Phonics Daily Book Share Linked props and visuals Following instructions WRITING Writing skills: Rumpelstiltskin Semi-Formal AAC Mark Making Ordering symbols Letter Formation Caption/Sentences using 	 Poetry – Inference I can Do It – A book of 5 Fastenings – Patricia Hegarty Rosa's Big Sun Flower Experiment WRITING Writing skills: The Big Book of Blue Semi-Formal AAC Mark Making Ordering symbols Letter Formation Caption/Sentences using
					visuals Making instructions with visuals e.g. How to turn into Using objects and visuals Room on the Broom Semi-Formal AAC Mark Making Ordering symbols Letter Formation Making spells <u>EXPRESSIVE AND</u> <u>RECEPTIVE</u> <u>COMMUNICATION</u> <u>Rumpelstiltskin</u> Sound discrimination/phonological awareness	visuals Adjectives – using visuals including symbols/ colourfu semantics <u>EXPRESSIVE AND</u> <u>RECEPTIVE</u> <u>COMMUNICATION</u> The Big Book of Blue Semi-Formal Sound discrimination/phonological awareness

					AAC S&L Sound discrimination/ph awareness Room on the Br Semi-Formal Sound discrimination/ph awareness S&L AAC Sound discrimination/ph awareness S&L Sound discrimination/ph awareness S&L Sound
	COMPUTING Introduction to ICT Introduction to ICT Cause & effect – toys (mechanical & electronic)	<u>COMPUTING</u> <u>Technology safety</u> Safety in the classroom Using electronic devices safely (electricity awareness).	Coding Coding Turning on and off. E.g. switch toys. Introduction to B-bots and exploring the button functions.	COMPUTING Technology for life skills Environmental controls. Turn taking with electronic resources/devices.	COMPUTING: Communication a information Communication a information Expressive comm – making choices
PRE FORMAL	READING Fiction Text: • A Good Place – Nicola Cousins Focus: Comprehension – Vocab. Writing – Creative Writing and Mark Making Sp&L – Communicating choices Ongoing Phonics	READING Non-Fiction: • I Like the Rain – Sarah Nelson • Animal Surprises – Nicola Davies	READING Drama - Recount • Rumpelstiltskin • Rumpelstiltskin	READING Non-Fiction – Sequence/ Summarise Blow a Kiss, Catch a Kiss – Joseph Coelho Caterpillar Cake – Matt Goodfellow	READING Fiction – Vocabu • A Mid-Summe Dream • The Tempest • Henry V Pre-Formal Phonics Daily Book Share Linked objects of and visuals Sensory explorat Sensory Stories Story Massage Room on the Br Pre-Formal

	AAC
/phonological	
Broom	
Diooni	
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-	
	COMPUTING
n and	ICT in the community ICT in community
on &	Signage at the pool,
ла	supermarket, library -
mmunication	Photographic & real-life examples
ces using ICT	oxampioo
	READING
abulary	Poetry – Inference
nmer Nights	 I can Do It – A book of 5 Fastenings –
est	Patricia Hegarty
	Rosa's Big Sun
	Flower Experiment
	Pre-Formal Phonics
are	Daily Book Share
s of reference	Linked objects of reference
oration	and visuals Sensory exploration
es	Exploring texts through
е	sensory means
Broom	Story Massage
2.0011	

				Phonics Daily Book Share Linked objects of reference and visuals Sensory stories Story massage Following instructions WRITING Writing skills: Rumpelstiltskin Pre-Formal AAC Mark Making Nocm on the Broom Pre-Formal AAC Mark Making Mark Making	WRITING Writing skills: The Big Book of Blue Pre-Formal AAC Mark Making Sensory exploration Nouns
				Making spells EXPRESSIVE AND RECEPTIVE COMMUNICATION Rumpelstiltskin Pre-Formal Sound discrimination/phonological awareness S&L AAC Room on the Broom Pre-Formal	EXPRESSIVE AND RECEPTIVE COMMUNICATION The Big Book of Blue Pre-Formal Sound discrimination/phonological awareness S&L AAC
COMPUTING: Introduction to ICT Cause and effect - switch toys, interactive cause and	<u>COMPUTING:</u> <u>Technology safety</u> Awareness of what should	<u>COMPUTING:</u> <u>Coding</u> Turning on and off. E.g.	<u>COMPUTING:</u> <u>Technology for life skills</u> Switching equipment on and off	Sound discrimination/phonological awareness S&L AAC COMPUTING: <u>Communication and</u> <u>information</u> Making choices using ICT	<u>COMPUTING:</u> <u>ICT in the community</u> Interaction with a peer using AAC – eye gaze, switches,
effect toys, eye gaze animation games. Sensory studio	and should not be expected when using technology Talking to others online e.g. class link up with other campus	switch toys, Powerlink switch boxes	Use of eye gaze environmental control or Powerlink switch box	e.g. Supertalkers Big Mack switches Grid 3 Eye gaze	communication aid/board Watching videos and identifying people

Creative and	Entertainment		Transport		Water	
Expressive Arts						
Music: COMPOSING, I	LISTENING, PERFORMANCE, RE	CORDING/ INSTRUMENTAL	SKILLS DEVELOPMENT			
	BE UTILISED IN ALL CURRICULUI E OF SELF, COURAGE, CO-OPEI		S, CIRCLE TIME, SPEAKING &	LISTENING. GAMES CAN BE	ADAPTED FOR ALL AGES &	ABILITIES TO DEVELOP
	Term 1 (Cooperation)	Term 2 (Courage)	Term 3 (Honesty)	Term 4 (Perseverance)	Term 5 (Respect)	Term 6 (Kindness)
FORMAL	ART:	ART:	ART:	ART:	ART -	ART -
	Portraits :Artist focus e.g. Picasso, Van Gogh, Banksy	Clothing/Textiles Design for a purpose e.g.	3D art and combining materials:	3D art and combining materials	Artist Focus	Colour and Techniques
	and Warhol.	designing for a famous	Focus: Near and Far – art in	Focus: Near and Far – art in	Develop understanding	Focus artist: Jackson
		person or character	our locality and around the	our locality and around the	about the artist Georgia	Pollock
	Create a portrait of a		world	world	O'Keefe looking at	Evolution the artistic stude of
	favourite story/ film/ TV character in the style of the		Handles, feels and	Handles, feels and	techniques and styles.	Explore the artistic style of Jackson Pollock through a
	focus artist.		manipulates rigid and	manipulates rigid and	Explore focus on using	variety of techniques using
			malleable materials	malleable materials	stencils either on a	paint such as:
				Recreates 2D images in a	background or creating their own piece.	- Shaving foam +
			Has a sensory experience, manipulates materials	3D piece, e.g. the house of	their own piece.	paint - Water colours
				the 3 little pigs	Explore concept of	- Spray painting
			Plays with materials and tools		reflections within art.	 Drip painting
			Develops an awareness of	Construction reflects personal ideas		
			natural and manmade forms			
			in their environment	Explores ways of		
				representing what is		
				observed, remembered or imagined		A CONTRACTOR
	DRAMA: Cross Curricular to	DRAMA: Cross Curricular	DRAMA: Teacher playing	DRAMA: Role play – travel,	DRAMA: Drama related	DRAMA: Drama related
	engage & encourage	to engage & encourage	'What am I? game	people who help us	activity: interactive drama games, interactive	activity: interactive drama
	exploration Stories e.g. Colour Monster,	exploration Trying new things – use	Can pupils spot false statements/actions/	Environments – roles play being in different	movement games,	games, interactive
	simple emotions	drama to explore new ideas	Statements/actions/	environments	interactive sound games	movement games,
	Use of puppets	Assembly – Remembrance,			Drome could be tought	interactive sound games
	Role play – teacher led,	Diwali, Nativity, Harvest			Drama could be taught either as a discrete subject	Drama could be taught
	costume, dressing up Assembly - Harvest	Festival - this links to the Wider World)			or through cross-curricular	either as a discrete subject
	Assembly - Harvest				links, incorporating it with	or through cross-curricular
					Literacy, Art, Music and	links, incorporating it with Literacy, Art, Music and
					other subjects. The below are suggestions to give	other subjects. The below
					teachers prompts for areas	are suggestions to give
					to explore:	teachers prompts for areas to explore:
					Exploring props and	
					costumes Role Play	Exploring props and costumes
					Role Play	Role Play

					Link with Art – combining materials to make a costume/ head piece etc Small world Play Sensory Stories Tac Pac	Link with Art – combining materials to make a costume/ head piece etc Small world Play Sensory Stories Tac Pac
SEMI FORMAL	ART: Portraits Self portraits What makes my face? Collaborative portraits Exploring facial expressions Portraits of others Exploring portraits of favourite story/ film/ TV characters	ART: Clothing/ Textiles Exploring materials creating something for a character Focus: weaving Link with favourite story/ film/ TV characters.	ART: 3D art and combining materials Focus: Near and Far – art in our locality and around the world Handles, feels and manipulates rigid and malleable materials Has a sensory experience, manipulates materials Plays with materials and tools	ART: 3D art and combining materials Focus: Near and Far – art in our locality and around the world Handles, feels and manipulates rigid and malleable materials Recreates 2D images in a 3D piece, e.g. the house of the 3 little pigs Explores ways of representing what is observed, remembered or imagined	ART: Georgia O'Keefe with a focus on using stencils either on a background or creating their own piece. Explore use of contrasting and complementary colours.	ART: Colour and Techniques Focus artist: Jackson Pollock Explore the artistic style of Jackson Pollock through a variety of techniques using paint such as: - Shaving foam + paint - Water colours - Spray painting - Drip painting
	 MUSIC: Musical experience – musicals with people rather than cartoons (e.g Mary Poppins, Matilda, Little Mermaid) Can the children show preferences – like or dislike and explain why. SMILE PAC Singing & Musical instruments – exploring percussion instruments and their voice/actions (singing hands) 	MUSIC: Singing & Musical instruments – rehearsing songs and accompanying instruments for Christmas performances Creation – Christmas performance for parents SMILE PAC	MUSIC: Musical experience – Music from around the world – String instruments – Guitar, Violin, Harp etc (recreate with elastic bands over a box) Listening to environmental sounds of transport (possible community visits to train station, cars, air ambulance) Singing & Musical instruments – to recreate environmental sounds with body percussion and percussion instruments. SMILE PAC	MUSIC: Singing & Musical instruments – Develop the environmental sounds from last term to incorporate high and low notes Creation – create a piece of Environmental music using the sounds and percussion developed last term SMILE PAC	MUSIC: Musical experience – Linked to 'The Rhythm of the rain' book explore Beats & Pulse (rain drops falling) Singing & Musical instruments – discriminate high and low notes SMILE PAC	MUSIC: Creation – using beats, pulse to create a piece of music. (body percussion, percussion instruments and water droplets) SMILE PAC

PRE FORMAL	ART: Portraits Self portraits What makes my face? Collaborative portraits Exploring facial expressions Portraits of others Exploring portraits of favourite story/ film/ TV characters	ART: Clothing/ Textiles Exploring materials through Attention Autism, SMILE pack, Sensology with a focus on weaving linked to favourite story/ TV/ film characters.	ART: 3D art and combining materials Focus: Near and Far – art in our locality and around the world Handles, feels and manipulates materials Becomes aware of form, feel, weight, pattern and texture	ART: 3D art and combining materials Focus: Near and Far – art in our locality and around the world Has a sensory experience, manipulates materials Handles different materials from a class 'bit' box (collection of materials)	ART: Artist Focus Exploring use of stencils to create art through Attention Autism and sensory exploration.	ART: Colour and Techniques Focus artist: Jackson Focus artist: Jackson Pollock Explore the artistic style of Jackson Pollock through a variety of techniques using paint such as: - Shaving foam + paint Water colours - Spray painting - Drip painting - Drip colours - Spray painting - State colours - Spray painting - Drip painting -
	MUSIC: Choose a musical to share with the children, most appropriate for their ability Musicals with cartoons (Frozen, Lion King, Pocahontas etc) Can the children show preferences – like or dislike. SMILE PAC	MUSIC: Exploring percussion instruments and their voice/actions (singing hands) Creation – Christmas performance for parents (singing or signing) SMILE PAC	MUSIC: Selecting corresponding images to sounds – train, plane, car, motorbike etc Music from around the world – African drums, body percussion SMILE PAC	MUSIC: Creation – Perform a body percussion/drum sequence to another class SMILE PAC	MUSIC: Explore beats and pulses linked to the book 'Tap tap boom boom' (rain drops) SMILE PAC	MUSIC: Follow a leader with body percussion SMILE PAC

The Wider World	Entertainment		Transport		Water	
FORMAL	Term 1 (Cooperation) UN International day of Peace International day of sign language	Term 2 (Courage) Anti-bullying Abolition of Slavery International immigrants' day Remembrance	Term 3 (Honesty) Jan 15 th World Religion day	Term 4 (Perseverance) March 8 th International Women's day March 13 th Nero-diversity week of celebration	Term 5 (Respect) April 22 nd World Earth day 2 nd April World Autism day	Term 6 (Kindness) World Oceans day World Environment day International justice day
	History focus History of Games (sports & toys) Beliefs & Values	Christmas <u>Geography focus</u> Festivals Around the World (Diwali & Christmas) Beliefs & Values	History focus Same & Different (Local area) Beliefs & Values	Geography focus Travel (Local area) Beliefs & Values	Geography focus The Weather Beliefs and Values	History focus The Seaside Beliefs and Values
SEMI FORMAL	New Beginnings & Festivals History focus History of Games (sports & toys)	Light and Dark Geography focus Festivals Around the World (Diwali & Christmas	Carnivals & Processions History focus Same & Different (Local area)	Beilgrimages Geography focus Travel (Local area)	Water in Ceremonies <u>Geography focus</u> The Weather	Stories History focus The Seaside
	Beliefs & Values New Beginnings & Festivals Christianity - Harvest Assembly Cross-curricular link (CCL	Beliefs & Values Light and Dark Rama & Sita, Diwali, WaYang Assembly CCL Art: Red poppies	Beliefs & Values Carnivals & Processions Epiphany Carnival of Venice Assembly CCL: Chinese New Year	Beliefs & Values Jewish Pilgrimages and Special Journeys	Beliefs and Values Water in Hinduism And Water in Christianity	<u>Beliefs and Values</u> Judaism – Noah's Ark, Parting of the Red Sea. Rabbi Akiba: A drop f Water
PRE-FORMAL	History focus History of Games (sports & toys) Beliefs & Values New Beginnings Harvest	Geography focus Festivals Around the World (Diwali & Christmas Beliefs & Values Diwali	History focus Same & Different (Local area) Beliefs & Values Carnivals	Geography focus Travel (Local area) Beliefs & Values Special Journeys	Geography focus The Weather Beliefs and Values Water in Religion	History focus The Seaside Beliefs and Values Water Stories, Noah's Ark

Physical and Personal Development	Entertainment		Transport		Water	
	Term 1 (Cooperation)	Term 2 (Courage)	Term 3 (Honesty)	Term 4 (Perseverance)	Term 5 (Respect)	Term 6 (Kindness)
YEAR 1	Life Skills	Life Skills	Life Skills	Life Skills	Life Skills	Life Skills
	Self-Awareness	Taking Care of Ourselves	The World I live in	The World I live in	Sex & Relationships	Taking Care of our Bodies
	Formal:	Formal:	Formal:	Formal:	Education	Healthy Lifestyle
	SA1: Things we are good at.	SSS1: Taking care of	WILI1: Respecting the	WILI4: Taking care of the	Formal:	Formal:
	SA2: Kind and unkind	ourselves	differences between people.	environment	Changing and Growing	HL1: Healthy eating
	behaviours.	Semi-Formal:	WILI3: Rules and laws	Semi-Formal:	CG1: Baby to adult	HL2: Taking care of our
	Semi-Formal:	Emotional Understanding	Semi-Formal:	Personal Safety	CG3: Dealing with touch	physical health
	Diet (healthy and unhealthy	and Self-awareness	Independence and	Personal care	Semi-Formal:	Semi-Formal:
	foods)	Pre-Formal:	community participation	Hygiene	Healthy Living	Transitions

	Preparing food Gardening Getting dressed and undressed <u>Pre-Formal:</u> Class Routines Communication skills Listening skills Social skills	Making requests Listening and Understanding Being with others	Road safety Leisure <u>Pre-Formal:</u> Greetings Positive relationships Friendships	<u>Pre-Formal:</u> Families, friendships and relationships Physical well-being	Keeping Healthy <u>Pre- Formal:</u> Understanding others' emotions/intentions Self-Awareness	Pre-Formal: Developing confidence and self-esteem Mental well-being
	PE - Outside ActivitiesFormalPlayground Team GamesSwimmingSemi-FormalPlayground Team GamesSwimming (as appropriate)Pre-FormalPlayground Team GamesHydro (as applicable)	PE - MultiskillsFormalExploring equipmentBall skills - rolling, kickingdribbling, bouncingSwimmingSemi-FormalExploring equipmentBall skills - rolling, kickingdribbling, bouncingSwimming (as appropriate)Pre-FormalExploring equipmentBall skills - rolling, graspingand releasing (Use ofadaptive equipment)Hydro (as applicable)	PE - DanceFormalDance video. Joining in with own movements. Imitating and performanceSwimmingSemi-FormalDance video. Joining in with own movements and imitating directed movements.Swimming (as appropriate)Pre-Formal Moving to music Sherborne Hydro (as applicable)	PE - Movement Formal Running, stopping, making floor patterns, whole body shapes Swimming Semi-Formal Running, stopping, making floor patterns, whole body shapes Swimming (as appropriate) Pre-Formal Motor Activity Challenges Hydro (as applicable)	PE – Multi Skills Formal Exploring equipment. Running, jumping, throwing Swimming Semi-Formal Exploring equipment. Running, jumping, throwing Swimming (as appropriate) Pre-Formal Exploring equipment Ball skills - rolling, grasping and releasing (Use of adaptive equipment) Hydro (as applicable)	PE - Outside ActivitiesFormalCooperative games. Followmy leader.Going on a journeySwimmingSemi-FormalCooperative games. Followmy leader.Sensory journeysSwimming (as appropriate)Pre-FormalCooperative games. Followmy leader.Sensory journeysSwimming (as appropriate)Pre-FormalCooperative games. Followmy leader.Sensory journeysHydro (as applicable)
	Cooking and Nutrition Food – Harvest Mashing, tasting & sorting fresh vegetables	Cooking and Nutrition Food – Seasonal Cutting out shapes Exploring with icing and decorating Christmas cooking	Cooking and Nutrition Snacks Exploring dried fruit transferring from one container to another	Cooking and Nutrition Baking Measuring with spoons Shape food with hands or roll	Cooking and Nutrition Hydration Peeling and mashing Making fruit crush	Cooking and Nutrition Hydration Spreading onto sandwiches for a picnic
	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.
	PSHRSE Belonging to a Community	PSHRSE Keeping Safe Families and Friendships	PSHRSE Media Literacy and Digital Resilience	PSHRSE Growing and Changing Safe Relationships	PSHRSE Respecting Ourselves and Others	PSHRSE Money and Work Physical Health and Mental Wellbeing
YEAR 2	Life Skills Self-Awareness Formal: SA1: Things we are good at. SA2: Kind and unkind behaviours. Semi-Formal: Diet (healthy and unhealthy foods) Preparing food Gardening	Life Skills Taking Care of Ourselves Formal: SSS1: Taking care of ourselves Semi-Formal: Emotional Understanding and Self-awareness Pre-Formal: Making requests Listening and Understanding	Life Skills The World I live in Formal: WILI1: Respecting the differences between people. WILI3: Rules and laws Semi-Formal: Independence and community participation Road safety Leisure Pre-Formal:	Life Skills The World I live in Formal: WILI4: Taking care of the environment Semi-Formal: Personal Safety Personal care Hygiene Pre-Formal: Families, friendships and relationships	Life Skills Sex & Relationships Education Formal: Changing and Growing CG1: Baby to adult CG3: Dealing with touch Semi-Formal: Healthy Living Keeping Healthy Pre- Formal:	Life Skills Taking Care of our Bodies Healthy Lifestyle Formal: HL1: Healthy eating HL2: Taking care of our physical health Semi-Formal: Transitions Pre-Formal: Developing confidence and self-esteem

Getting dressed and undressed <u>Pre-Formal:</u> Class Routines Communication skills Listening skills Social skills	Being with others	Greetings Positive relationships Friendships	Physical well-being	Understanding others' emotions/intentions Self-Awareness	Mental well-being
PE - Outside ActivitiesFormalPlayground Team GamesSwimmingSemi-FormalPlayground Team GamesSwimming (as appropriate)Pre-FormalPlayground Team GamesHydro (as applicable)	PE - MultiskillsFormalExploring equipmentBall skills - rolling, kicking dribbling, bouncingSwimmingSemi-FormalExploring equipmentBall skills - rolling, kicking dribbling, bouncingSwimming (as appropriate)Pre-FormalExploring equipmentBall skills - rolling, grasping and releasing (Use of adaptive equipment)Hydro (as applicable)	PE - Dance FormalDance video. Joining in with own movements. Imitating and performanceSwimmingSemi-FormalDance video. Joining in with own movements and imitating directed movements.Swimming (as appropriate)Pre-Formal Moving to music Sherborne Hydro (as applicable)	PE - Movement Formal Running, stopping, making floor patterns, whole body shapes Swimming Semi-Formal Running, stopping, making floor patterns, whole body shapes Swimming (as appropriate) Pre-Formal Motor Activity Challenges Hydro (as applicable)	PE – Multi Skills Formal Exploring equipment. Running, jumping, throwing Swimming Semi-Formal Exploring equipment. Running, jumping, throwing Swimming (as appropriate) Pre-Formal Exploring equipment Ball skills - rolling, grasping and releasing (Use of adaptive equipment) Hydro (as applicable)	PE - Outside ActivitiesFormalCooperative games. Followmy leader.Going on a journeySwimmingSemi-FormalCooperative games. Followmy leader.Sensory journeysSwimming (as appropriate)Pre-FormalCooperative games. Followmy leader.Sensory journeysSwimming (as appropriate)Pre-FormalCooperative games. Followmy leader.Sensory journeysHydro (as applicable)
Food – Harvest Cutting, tearing Vegetable sticks Vegetable faces.	Food – Pizza and pasta – Rolling, shaping Pizza Gingerbread people Christmas cooking & entertaining	Food – Snacks Snacks to include spreading e.g. cream or hummus	Food – Baking Snacks to include spreading e.g. cream or hummus	Food – Fruit Hydration Cutting soft fruits with a safety knife – design and create a fruit drink .	Food – Picnic Hydration Designing and naming shapes to cut sandwiches for a picnic
LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.	LOtC -Outdoor Learning grids -Theme and values based.
PSHRSE Belonging to a Community	PSHRSE Keeping Safe Families and Friendships	PSHRSE Media Literacy and Digital Resilience	PSHRSE Growing and Changing Safe Relationships	PSHRSE Respecting Ourselves and Others	PSHRSE Money and Work Physical Health and Mental Wellbeing

Maths and Science	Entertainment		Transport		Water	
	Term 1 (Cooperation)	Term 2 (Courage)	Term 3 (Honesty)	Term 4 (Perseverance)	Term 5 (Respect)	Term 6 (Kindness)
FORMAL	Maths	Maths	Maths	Maths	Maths	Maths
	Number – songs, counting,	Number – songs, counting,	Number – songs, counting,	Number – songs, counting,	Number – songs, counting,	Number – songs, counting,
	subitizing sorting, 1:1 correspondence, add, place	subitizing sorting 1:1 correspondence	subitizing sorting, 1:1 correspondence	subitizing sorting 1:1 correspondence	subitizing sorting 1:1 correspondence	subitizing sorting 1:1 correspondence
	value, number recognition	subtract, place value number recognition	add, place value	subtract, place value, number recognition	add, subtract, place value	add, subtract, place value
	Time – birthdays, seasons	5				
		Money – shop, role play				

		1	1	1	1	1
			Data Handling – sorting, matching	Measure – length, size, weight/mass	2D/3D Shapes – patterns, recognition	Measure – Capacity, temperature
	Science Humans Body Parts/Awareness	Science Sound Senses	Science Forces Cause & Effect	Science Rocks Exploring rocks	Science Weather Weather/Seasons	<u>Science:</u> <u>Animals/Habitats</u> Water habitats e.g. ponds/
	DT Spinning Top	<u>DT</u> Sensory Balls	DT	LOTC links		ocean.
			Push Along Car	DT Exploring materials to make a boat	DT Sensory Bottle	Water toy/bath toy/ plastic sea creature
SEMI FORMAL	<u>Maths:</u> Semi-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths:</u> Semi-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths:</u> Semi-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths:</u> Semi-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths</u> Semi-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths</u> Semi-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration
	Number – songs, counting, subitizing sorting, 1:1 correspondence, one and lots, number recognition	Number – songs, counting, subitizing sorting 1:1 correspondence, one and lots, number recognition	Number – songs, counting, subitizing sorting, 1:1 correspondence, number recognition	Number – songs, counting, subitizing sorting, 1:1 correspondence, number recognition	Number – songs, counting, subitizing sorting 1:1 correspondence, number recognition	Number – songs, counting, subitizing sorting 1:1 correspondence, one and lots, number recognition
	Time – birthdays, seasons	Money – shop, role play	Data Handling – sorting, matching	Measure – length, size, weight/mass	2D/3D Shapes – patterns, recognition	Measure – Capacity, temperature
	Science Humans Body Parts/Awareness	<u>Science</u> Sound Senses	<u>Science</u> Forces Cause & Effect	Science Rocks Exploring rocks LOTC links	<u>Science</u> <u>Weather</u> Weather/Seasons	Science: Animals/Habitats Water habitats e.g. ponds/ ocean.
	DT Spinning Top	<u>DT</u> Sensory Balls	<u>DT</u> Push Along Car	<u>DT</u> Exploring materials to make a boat	DT Sensory Bottle	DT Water toy/bath toy/ plastic sea creature
PRE-FORMAL	<u>Maths:</u> Pre-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths</u> Pre-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths</u> Pre-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths</u> Pre-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths</u> Pre-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration	<u>Maths</u> Pre-Formal to include sensory cognition skills, practical numeracy, cause and effect, thinking and problem solving, exploration
	Number – songs, counting, subitizing sorting, 1:1 correspondence, one and lots, number recognition	Number – songs, counting, subitizing sorting 1:1 correspondence, one and lots, number recognition	Number – songs, counting, subitizing sorting, 1:1 correspondence, one and lots, number recognition	Number – songs, counting, subitizing sorting 1:1 correspondence, one and lots, number recognition	Number – songs, counting, subitizing sorting 1:1 correspondence, one and lots, number recognition	Number – songs, counting, subitizing sorting 1:1 correspondence, one and lots, number recognition
	Time – birthdays, seasons	Money – shop, role play	Data Handling – sorting, matching	Measure – length, size, weight/mass	2D/3D Shapes – patterns, recognition	Measure – Capacity, temperature
	<u>Science</u> Humans	<u>Science</u> Sound	<u>Science</u> Forces	<u>Science</u> <u>Rocks</u>	<u>Science</u> <u>Weather</u>	<u>Science:</u> Animals/Habitats

E	Body Parts/Awareness	Senses	Cause & Effect	Exploring rocks LOTC links	Weather/Seasons	Water habitats e.g. ponds/ ocean
S	DT Spinning Top		DT Push Along Car	DT Exploring materials to make a boat		DT Water toy/bath toy/ plastic sea creature