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| LONG TERM FORECAST  EARLY YEARS FOUNDATION STAGE | | | | | | |
|  | AUTUMN | | SPRING | | SUMMER | |
| YEAR A 2019/20 | Pirates  Celebrations | | The Gruffalo  Farmer Duck | | The Environment  Commotion in the Ocean | |
| YEAR B 2020/21 | Supertato  Journey to the North Pole | | Dinosaurs  We’re Going on a bear hunt | | Mini Beasts  Rumble in the Jungle | |
|  | Harvest | Bonfire night  Diwali  Christmas | Eid  Chinese New Year | Holy Week  Easter | TBC |  |
| PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT | Settling in/getting to know each other games  Work as part of a group  Play co-operatively, taking turns  Take account of others’ feelings and ideas  Show sensitivity | | | Manage behaviour  Confidence  Speaking in a familiar group  Understand and follow rules  Confidence to choose resources independently | | |
| COMMUNICATION, LANGUAGE AND LITERACY | Rhyme  Poems on a theme  Lists and labels name writing  Letter formation  Sounds and letters | Stories with familiar settings  Naming parts of books  Information texts  Predictable/ patterned texts  Captions  Letter formation  Sounds and letters | Features for story writing  Rhyme  Poems on a theme  Captions  Letter formation  Sounds and letters | Information texts  Stories from other cultures  Traditional tales  Letter formation  Simple sentences  Sounds and letters | Features for story writing  Information texts  Predictable/ patterned texts  Letter formation  Simple sentences  Sounds and letters | Non-fiction books/websites about topics  Enjoy rhymes with topic connections  Letter formation  Simple sentences  Sounds and letters |
| MATHS | Understanding number  Counting to 12, -20  Ordering numbers  Counting and patterns  Counting and addition  2D Shape and position  Comparing | Length  3D Shape  Money and counting  Addition and subtraction  Count in 1s to 100  Time | Counting and ordering  Counting and ordinal numbers  2D Shape and data  Addition  Patterns and symmetry  Counting and adding | Counting and comparing  Weight  3D Shape and data  Counting and comparing  Money and counting  Time | Pattern  Capacity  Measures  Money  Count in 1s, 10s to 100  Count at least 20 objects  Add 1,2,3 more by counting on  2-D Shape and data | Calculating  Capacity  Shape, space and measures  Time  Data handling  Money  Count in 2s  3d shape |
| UNDERSTANDING OF THE WORLD | Developing Mouse skills  Using IWB  Investigating the environment  Learn about the body/ Using senses  Past and present  Looking at similarities, differences, patterns and change | Developing Mouse skills  Using IWB  Find out what materials toys are made from.  Design and make toys in the workshop  Joining and constructing  Learning about own and others cultures | Logging onto a computer  Developing Mouse skills  Using IWB  Ask why things happen and how things work | Logging onto a computer  Developing Mouse skills  Using IWB  Using Ipads,  cameras  Build & construct, adapting work (MINIBEAST HOME)  Selecting tools & techniques  Find out about local environment | Logging onto a computer  Developing Mouse skills  Using IWB  Using Ipads,  Cameras  Making things happen – remote control cars  Programming beebots  Find out about living things | Using IWB  Using Ipads,  Cameras  Making things happen – remote control cars  Programming Beebots  Using the internet  Identifying features of the natural world |
| PHYSICAL DEVELOPMENT | Keeping healthy  Describe change after being active  Use small & large equipment  Move with control & co-ordination  Dance/basic motor skills | Awareness of space  Use small & large equipment  Move with confidence and imagination  Dance/spatial awareness Moving to “bonfire” music  Creating bonfire pictures | Travel around. Under, over, through, awareness of space  Apparatus/ co-ordination & control  Play games | Use small & large equipment  Handle materials with safety & control  Move with control & co-ordination  Apparatus/aiming  Predicting / estimating | Use small & large equipment  Handle materials with safety & control  Dance and games | Travel around. Under, over, through  Use small & large equipment  Dance and games |
| EXPRESSIVE ARTS AND DESIGN | Self portraits | Singing traditional songs and rhymes (and recorded) | Use large pieces of fabric to make costumes, scenery and props for role play | Using “what we can find” to make aeroplanes, trains and cars | Listening/dancing to different types of music from the different places of music | Making ocean creatures  Singing seaside songs |
| THE WAY THE TRUTH AND THE LIFE | God’s world | God’s family | Getting to know Jesus | Sorrow and Joy | New life | The church |