

## LONG TERM FORECAST

## EARLY YEARS FOUNDATION STAGE RECEPTION 2024-2025

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	AUTUMN		SPRING		SUMMER		
RELIGIOUS EDUCATION	Gods World	Gods Family	Getting to know Jesus	Sorrow and Joy	New Life	Our Church	
PATHWAY TO WRITING	The Gingerbread Man Im going to eat this ant		Naughty Bus The journey home		The whale who wanted more	Supertato	
	Harvest	Bonfire night Diwali Christmas	Eid Chinese New Year	Holy Week Easter	ТВС		
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	Awareness of space Use small & large equipment Move with confidence and imagination	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	Use small & large equipment Handle materials with safety & control Dance and games	Travel around. Under, over, through Use small & large equipment Dance and games	

Topics are a guide and could change to suit the interests of the cohorts.



	Move with control & co-	Dance/spatial awareness		Apparatus/aiming		
	ordination	Moving to "bonfire" music		Predicting / estimating		
	Dance/basic motor skills	Creating bonfire pictures				
EXPRESSIVE ARTS AND	Self portraits	Singing traditional songs and	Use large pieces of fabric to	Using "what we can find" to	Listening/dancing to different	Making ocean creatures
DESIGN		rhymes (and recorded)	make costumes, scenery and	make aeroplanes, trains and	types of music from the	Singing seaside songs
			props for role play	cars	different places of music	