	17 th – 21 th April	24 th - 28 th April	1 st – 5 th May	8 th - 12 th May	16 th - 19 th May	22- 26 th May
Book Focus	Ladykird First Favourite Tales Jack and the Beanstalk	O Ladybird First Favourite Tales Jack and the Beanstalk	C Ladybird First Favaurite Tales	C Ladybird First Favourite Tales	The Tiny Seed	The Tiny Seed
Key vocabulary	Giant, Beanstalk, Jack, harp, poor, gold, cow, Egg, Golden, Mother, hen, magic beans, castle, clouds, climb,	Giant, Beanstalk, Jack, harp, poor, gold, cow, Egg, Golden, Mother, hen, magic beans, castle, clouds, climb,	Turnip, man, woman, boy, girl, plant, grow, seeds, mouse, cat, dog, field, enormous, pull	Turnip, man, woman, boy, girl, plant, grow, seeds, mouse, cat, dog, field, enormous, pull	Seed, plant, grow, water, soil, roots, flower, roots, stem, petal, watering can, sunlight, compost,	Seed, plant, grow, water, soil, roots, flower, roots, stem, petal, watering can, sunlight, compost,
Literacy/ CL	To retell the story of Jack and the beanstalk. • Understand the five key concepts about print: - print has meaning - print can have different purposes - we read English text from left to right and from top to bottom - the names of the different parts of a book - page sequencing Enjoy listening to longer stories and can remember much of what happens. Know many rhymes, be able to talk about familiar books, and be able to tell a long story Repeat words and phrases from familiar stories Begin to take part in whole class retelling of text map Begin to understand beginning, middle and end All children take part in whole class retelling of text map	I can talk about right and wrong Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions. • Start a conversation with an adult or a friend and continue it for many turns. • Use talk to organise themselves and their play: "Let's go on a bus you sit there I'll be the driver." Increasingly follow rules, understanding why they are important. • Remember rules without needing an adult to remind them Repeat words and phrases from familiar stories Begin to take part in whole class retelling of text map Begin to understand beginning, middle and end All children take part in whole class retelling of text map	To sequence the story of the enormous turnip. Understand the five key concepts about print: - print has meaning - print can have different purposes - we read English text from left to right and from top to bottom - the names of the different parts of a book - page sequencing Enjoy listening to longer stories and can remember much of what happens. Know many rhymes, be able to talk about familiar books, and be able to tell a long story Repeat words and phrases from familiar stories Begin to take part in whole class retelling of text map Begin to understand beginning, middle and end All children take part in whole class retelling of text map	Grouping and comparing root vegetables. Enjoy listening to longer stories and can remember much of what happens. • Pay attention to more than one thing at a time, which can be difficult. • Use a wider range of vocabulary. • Understand a question or instruction that has two parts, such as "Get your coat and wait at the door". • Understand 'why' questions, like: "Why do you think the caterpillar got so fat?" Repeat words and phrases from familiar stories Begin to take part in whole class retelling of text map Begin to understand beginning, middle and end All children take part in whole class retelling of text map	Following instructions to plant seeds. Enjoy listening to longer stories and can remember much of what happens. • Pay attention to more than one thing at a time, which can be difficult. • Use a wider range of vocabulary. • Understand a question or instruction that has two parts, such as "Get your coat and wait at the door". • Understand 'why' questions, like: "Why do you think the caterpillar got so fat?" Repeat words and phrases from familiar stories Begin to take part in whole class retelling of text map Begin to understand beginning, middle and end All children take part in whole class retelling of text map	Draw what happens next to the seed. Understand the five key concepts about print: - print has meaning - print can have different purposes - we read English text from left to right and from top to bottom - the names of the different parts of a book - page sequencing Enjoy listening to longer stories and can remember much of what happens. Know many rhymes, be able to talk about familiar books, and be able to tell a long story Repeat words and phrases from familiar stories Begin to take part in whole class retelling of text map Begin to understand beginning, middle and end All children take
	Enquire Generate	Aspire Rule of Law	Enquire Generate	Enquire Generate	Enquire	part in whole class retelling of text map
Phonics	To develop understanding of alliteration. • Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Enjoy listening to longer stories and can remember much of what happened Notice some print, such as the first letter of their name, a bus or a familiar logo Count or clap syllables in a word Exposure to nursery rhymes and rhymes in stories. Begin to spot	To listen to sounds at the beginning of words and hear the differences between them. • Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Enjoy listening to longer stories and can remember much of what happened Notice some print, such as the first letter of their name, a bus or a familiar logo Count or clap syllables in a word Exposure to nursery	To explore how different sounds are articulated, and to extend understanding of alliteration and to generate words that begin with the same sound as the stimulus word. • Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Enjoy listening to longer stories and can remember much of what happened	To develop oral blending and segmenting of sounds in words. • Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Enjoy listening to longer stories and can remember much of what happened Notice some print, such as the first letter of their name, a bus or a familiar logo Count or clap syllables in a word Exposure to nursery rhymes and rhymes in stories. Begin to spot rhymes in	To develop oral blending and segmenting of sounds in words. • Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Enjoy listening to longer stories and can remember much of what happened Notice some print, such as the first letter of their name, a bus or a familiar logo Count or clap syllables in a word Exposure to	To listen to phonemes within words and to remember them in the order in which they occur. • Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Enjoy listening to longer stories and can remember much of what happened

	rhymes in stories Recognise words with the same initial sound, such as money and mother Stops to listen for directions from an adult but may need support to do this e.g. visual cue (hand to ear for 'listen') Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Say some of the words in songs and rhymes Join in with songs and rhymes, copying sounds, rhythms, tunes and tempo Sing songs and say rhymes independe ntly, for example, singing whilst playing	rhymes and rhymes in stories. Begin to spot rhymes in stories Recognise words with the same initial sound, such as money and mother Stops to listen for directions from an adult but may need support to do this e.g. visual cue (hand to ear for 'listen') Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Say some of the words in songs and rhymes Join in with songs and rhymes, copying sounds, rhythms, tunes and tempo Sing songs and say rhymes independe ntly, for example, singing whilst playing	Notice some print, such as the first letter of their name, a bus or a familiar logo Count or clap syllables in a word Exposure to nursery rhymes and rhymes in stories. Begin to spot rhymes in stories Recognise words with the same initial sound, such as money and mother Stops to listen for directions from an adult but may need support to do this e.g. visual cue (hand to ear for 'listen') Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Say some of the words in songs and rhymes Join in with songs and rhymes, copying sounds, rhythms, tunes and tempo Sing songs and say rhymes independe ntly, for example, singing whilst playing	stories Recognise words with the same initial sound, such as money and mother Stops to listen for directions from an adult but may need support to do this e.g. visual cue (hand to ear for 'listen') Listen to simple stories and understand what is happening, with the help of pictures Easily locates sound sources and can talk about sounds heard Say some of the words in songs and rhymes Join in with songs and rhymes, copying sounds, rhythms, tunes and tempo Sing songs and say rhymes independe ntly, for example, singing whilst playing	nursery rhymes and rhy Begin to spot rhymes ir words with the same in money and mother Stops to listen for direct but may need support i cue (hand to ear for 'lis stories and understand with the help of picture sound sources and can heard Say some of the words Join in with songs and i sounds, rhythms, tunes songs and say rhymes i example, singing whilst
	Reported to the spire Together	Reported billy	Aspire Together	Aspire Together	Reportibility
Kinetic Letters	Kinetic Letters Focus: Strength & Dexterity Focus: Single Letters Focus: Pencil Pick- Up routine Focus: Flow Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; - Use a range of small tools, including scissors, paint brushes and cutlery; Write recognisable letters, most of which are correctly formed; Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Develop overall body-strength, balance, co- ordination and agility. Use core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Good posture when at the table means feet on the floor, bottom to back of chair and forearms resting on table. Good posture when sitting on the floor means legs crossed, shifting weight to hips and placing belly over hips Scissor Grasp Inferior Pincer Grasp Pincer Grasp Modified Tripod Grasp Dynamic Tripod Grasp Digital Grasp Palmer Grasp Fine Pincer Grasp. Show a preference for a dominant hand	Kinetic Letters Focus: Strength & Dexterity Focus: Single Letters Focus: Pencil Pick- Up routine Focus: Flow Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; - Use a range of small tools, including scissors, paint brushes and cutlery; Write recognisable letters, most of which are correctly formed Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.; Develop overall body-strength, balance, co- ordination and agility. Use core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Good posture when at the table means feet on the floor, bottom to back of chair and forearms resting on table. Good posture when sitting on the floor means legs crossed, shifting weight to hips and placing belly over hips Scissor Grasp Inferior Pincer Grasp Pincer Grasp Digital Grasp Palmer Grasp Fine Pincer Grasp Show a preference for a dominant hand	Kinetic Letters Focus: Strength & Dexterity Focus: Single Letters Focus: Pencil Pick- Up routine Focus: Flow Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; - Use a range of small tools, including scissors, paint brushes and cutlery; Write recognisable letters, most of which are correctly formed; Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Develop overall body-strength, balance, co- ordination and agility. Use core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Good posture when at the table means feet on the floor, bottom to back of chair and forearms resting on table. Good posture when sitting on the floor means legs crossed, shifting weight to hips and placing belly over hips Scissor Grasp Inferior Pincer Grasp Pincer Grasp Digital Grasp Palmer Grasp Fine Pincer Grasp Show a preference for a dominant hand	Kinetic Letters Focus: Strength & Dexterity Focus: Single Letters Focus: Pencil Pick- Up routine Focus: Flow Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; - Use a range of small tools, including scissors, paint brushes and cutlery; Write recognisable letters, most of which are correctly formed; Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Develop overall body-strength, balance, co- ordination and agility. Use core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Good posture when at the table means feet on the floor, bottom to back of chair and forearms resting on table. Good posture when sitting on the floor means legs crossed, shifting weight to hips and placing belly over hips Scissor Grasp Inferior Pincer Grasp Pincer Grasp Digital Grasp Palmer Grasp Fine Pincer Grasp Show a preference for a dominant hand	Kinetic Letters Focus: Strength & Focus: Single Let Pencil Pick- Up ro Flow Hold a pencil effectively fluent writing – using to almost all cases; - Use of tools, including scissors cutlery; Write recognisable lett are correctly formed; Use their core muscle s good posture when sitt sitting on the floor. Develop overall body-si ordination and agility. Use core muscle streng posture when sitting at the floor. Good posture means feet on the floor chair and forearms rest posture when sitting or legs crossed, shifting w placing belly over hips Scissor Grasp Inferior P Grasp Modified Tripod Tripod Grasp Digital Gr Fine Pincer Grasp Show a preference for o
Maths	Composition of 5 5 being the fifth number, its position	AspireTogether1 more than Children continue to count, subitise and compare as	1 less than Children continue to count, subitise and compare as	2D shapes primary focus in relation shapes should be on the properties	My day Children night and day an
	on a number line, ordinal numbers Numicon 5 Dice 5 Subitising 5 The numeral and formation of 5 Number 5 in the environment	they explore one more. Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Subitise. Perceptual subitising – recognise values Subitise objects up to 3 Know that the quantity is the same however it is arranged	they explore one more and one less. Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Subitise.	of shapes. Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.	events in their da such as waking u school, dinner, b Begin to describe a seq or fictional, using word 'then'

s and rhymes in stories. hymes in stories Recognise same initial sound, such as

for directions from an adult support to do this e.g. visual ar for 'listen') Listen to simple derstand what is happening, of pictures Easily locates and can talk about sounds

e words in songs and rhymes ngs and rhymes, copying ns, tunes and tempo Sing rhymes independe ntly, for ng whilst playing



ngth & Dexterity de Letters Focus: - Up routine Focus:

ffectively in preparation for - using the tripod grip in s; - Use a range of small scissors, paint brushes and

able letters, most of which

muscle strength to achieve a vhen sitting at a table or

ll body-strength, balance, coagility.

le strength to achieve a good sitting at a table or sitting on I posture when at the table the floor, bottom to back of arms resting on table. Good sitting on the floor means hifting weight to hips and ver hips

nferior Pincer Grasp Pincer I Tripod Grasp Dynamic igital Grasp Palmer Grasp

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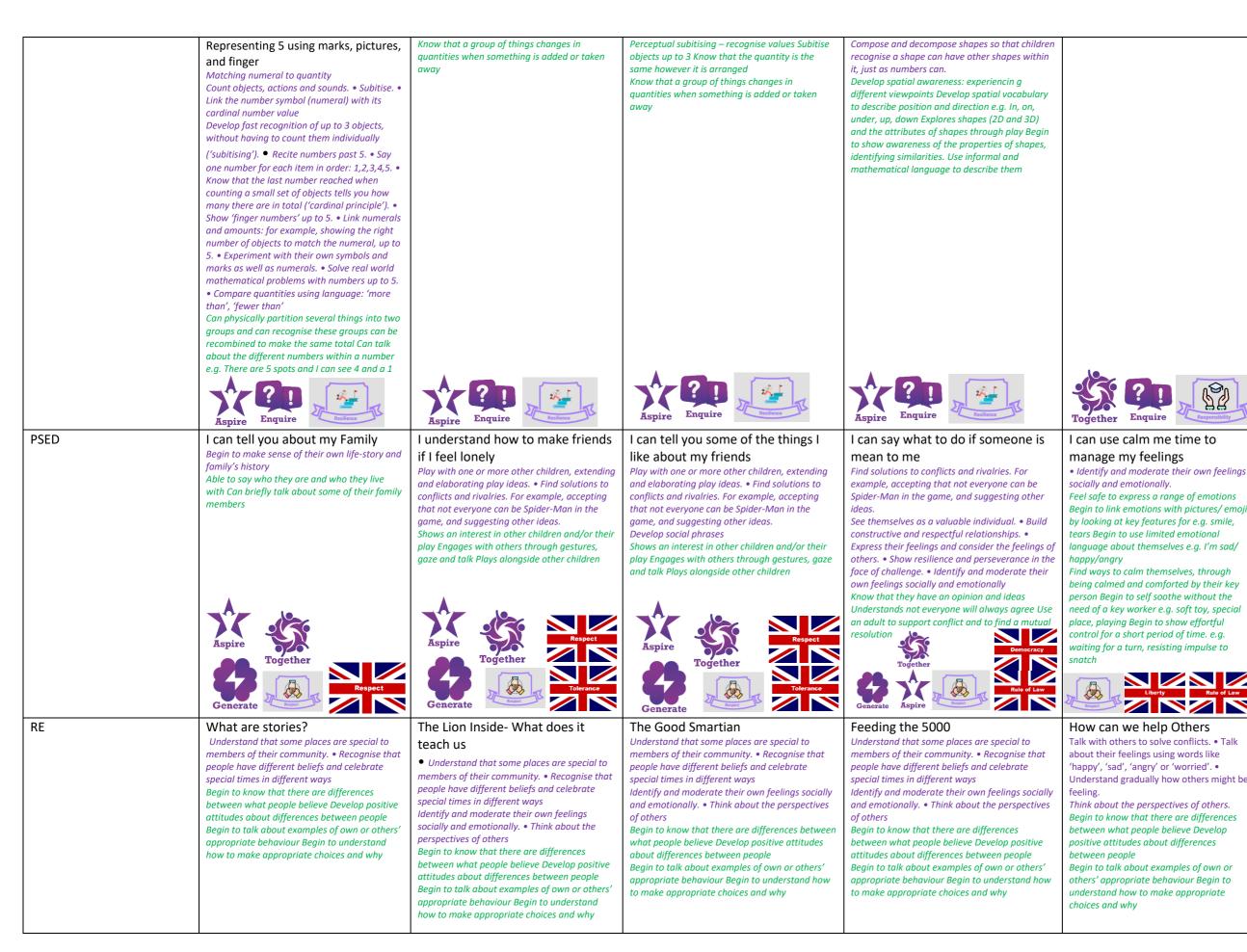
ildren talk about day and order key heir daily routines, king up, coming to ner, bedtime.

be a sequence of events, real ng words such as 'first',



Aspire Together Sequencing first, next, then and possibly last.

Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'





Feel safe to express a range of emotions Begin to link emotions with pictures/ emojis by looking at key features for e.g. smile,

Find ways to calm themselves, through being calmed and comforted by their key person Begin to self soothe without the need of a key worker e.g. soft toy, special place, playing Begin to show effortful control for a short period of time. e.g. waiting for a turn, resisting impulse to



Talk with others to solve conflicts. • Talk Understand gradually how others might be

Think about the perspectives of others. Begin to know that there are differences between what people believe Develop

Begin to talk about examples of own or others' appropriate behaviour Begin to understand how to make appropriate



I can work together and enjoy being with my friends

Play with one or more other children, extending and elaborating play ideas. Build constructive and respectful

relationships.

Shows an interest in other children and/or their play Engages with others through gestures, gaze and talk Plays alongside other children



How can we be Kind like Jesus Teaches us in Parables

Increasingly follow rules, understanding why they are important. • Remember rules without needing an adult to remind them Build constructive and respectful relationships Begin to know that there are differences between what people believe Develop

positive attitudes about differences between people Begin to talk about examples of own or

others' appropriate behaviour Begin to understand how to make appropriate choices and why

	Respect Tolerance	Aspire Respect Together Together Tolerance	Together Enquire	Aspire Together Enquire	
UW	 Use bee-bots on simple maps. Encourage the children to use navigational language. Explore how things work. Draw information from a simple map Know what a map is used for Identify features on a simple map (trees, house, river, mountain) Use maps to locate objects in 'real life' 	Can children differentiate between land and water. • Explore the natural world around them Recognise some environments that are different to the one in which they live. Talk about what they see in their environment (school/home) Talk about local environments Recognise some environments that are different to the one in which they live Use pictures to compare and contrast environments around the world	Encourage them to comment on what their home is like. Show photos of the children's homes and encourage them to draw comparisons. Talk about members of their immediate family and community. Use longer sentences of four to six words. Knows the type of house they live in (bungalow, flat, house etc.). Can explain the features of other homes Knows that different countries have different homes	Observational drawings. Growing Plant seeds and care for growing plants. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. • Draw with increasing complexity and detail, such as representing a face with a circle and including details. Talk about local environments Understand the difference between plants and animals Plants seeds and cares for growing plants with support	Planting seeds a introduce childr figures who hav and begin to und these events ha they were born. Continue developing p about the differences Compare and contrast stories, including figur Talk about local enviro Understand the differe and animals Plants see growing plants with su
	Enquire	P Enquire	Together Generate	Enquire	Aspire Aspire Together Generate
EAD	Design and Build the Giant a new Castle. Take part in simple pretend play, using an object to represent something else even though they are not similar. • Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc. • Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. • Explore different materials freely, to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. • Join different materials and explore different textures. Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them Draw designs before making models	Make magical Harps using different materials. Take part in simple pretend play, using an object to represent something else even though they are not similar. • Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc. • Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. • Explore different materials freely, to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. • Join different materials and explore different textures. Use glue sticks to join items with support Use glue sticks and glue spatulas to join independently Use glue spatulas to join items with support Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and then decide which materials to use to express them.	Colour mixing through Vegetable Printing • Explore colour and colour-mixing. Can name primary colours. Mix primary colours to appropriate consistency Able to mix primary colours to make secondary colours Print with large blocks and larger sponges Print using a range of materials	Design and make vegetable soup • Explore different materials freely, to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. • Join different materials and explore different textures. Draw designs before making models	Observational drawings/paintin Create closed shi continuous lines use these shape objects. • Draw complexity and representing a fa- circle and includ Use drawing to a like movement of • Show different their drawings a like happiness, s etc. • Explore co colour-mixing. Children can draw sim memory
Music	Generate Enquire Listen and Respond: Big Bear Funk	Generate Enquire Listen and Respond - I Feel Good	Together Enquire	Together Enquire Listen and Respond - My Promise	Generate Aspire
	by Joanna Mangona: Play the song and find the pulse together.	by James Brown- Find the pulse together.	Worry 'Bout A Thing performed by Incognito Explore and Create: Explore pitch by creating your own sounds with	by Earth Wind & Fire Explore and Create: . Find the pulse in different ways	Superstition by S Have fun finding Explore and Crea pulse in differen



s and growing. dren to significant ave been to space understand that happened before m.

g positive attitudes res between people rast characters from gures from the past vironments ference between plants seeds and cares for

n support



ntings of flowers. shapes with nes, and begin to pes to represent w with increasing nd detail, such as a face with a luding details. • to represent ideas nt or loud noises. ent emotions in s and paintings, s, sadness, fear colour and

hings that they observe imple things from



spond: by Stevie Wonder. ing the pulse. reate: Find the ent ways



ΡE

Public

. Explore and Create using voices and instruments: . Find the pulse in different ways Lean to sing: Start to learn to sing Big Bear Funk and respond to the

copyback section. Dance during the activity section Share and Perform what has

taken place in today's lesson.

Remember and sing entire songs. • Sing the pitch of a tone sung by another person ('pitch match'). • Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. • Create their own songs or improvise a song around one they know. • Play instruments with increasing control to express their feelings and ideas.

Explore a range of sound-makers and instruments and play them in different ways Moves to music Copies basic actions Beginning to watch dance and art performances

Remember and sing nursery rhymes Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs Create their own songs or improvise a song around one they know



Athletics-Running, Jumping and throwing

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. Skip, hop, stand on one leg and hold a pose for a aame like musical statues. • Use laraemuscle movements to wave flags and streamers, paint and make marks, • Start taking part in some group activities which they make up for themselves, or in teams. Throwing ball underarm with feet stationary. Stands with feet shoulder width apart. Swing throwing arm downward and forward without follow through

Swing up, swing down. Child stands with knees slightly apart and bent knees. Arms are positioned behind. He/she is then instructed to raise his/her arms forwards and upwards and stand on his/her toes. Repeat until fluent, "Swing up, swing down" Jump off a step. Using skills from 'Swing up, swing down' but jump off small step e.g. twothree gym mats (may need to hold hands initially) Stand and jump forward landing safely

Ś Together

Explore and Create: Rhythm games (copyback teacher then child-led)

Learn to Sing: Revisit activity singing and start playing instruments.

Share and Perform • Share and perhaps perform what has taken place in today's lesson.

Remember and sing entire songs. • Sing the pitch of a tone sung by another person ('pitch match'). • Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. • Create their own songs or improvise a song around one they know. • Play instruments with increasing control to express their feelings and ideas.

Explore a range of sound-makers and instruments and play them in different ways Moves to music Copies basic actions Beginning to watch dance and art performances

Remember and sing nursery rhymes Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs Create their own songs or improvise a song around one they know



Athletics-Running, Jumping and throwing

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. • Skip, hop, stand on one leg and hold a pose for a game like musical statues. • Use larae-muscle movements to wave flags and streamers, paint and make marks. • Start taking part in some group activities which they make up for themselves, or in teams.

Throwing ball underarm with feet stationary. Stands with feet shoulder width apart. Swing throwing arm downward and forward without follow through

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skills from 'Swing up, swing down' but jump off small step e.g. twothree gym mats (may need to hold hands initially) Stand and jump forward landing safely



voices and instruments (copyback games and riff building leading to improvisation and composition) Learn to sing: . Revisit a song from a previous Unit

Share and Perform • Share and perhaps perform what has taken place in today's lesson.

Remember and sing entire songs. • Sing the pitch of a tone sung by another person ('pitch match'). • Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. Create their own songs or improvise a song around one they know. • Play instruments with increasing control to express their feelings and ideas.

Explore a range of sound-makers and instruments and play them in different ways Moves to music Copies basic actions Beginning to watch dance and art performances Remember and sing nursery rhymes Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs Create their own songs or improvise a song around one they know



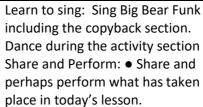
Athletics-Running, Jumping and throwing

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. • 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. • Start taking part in some aroup activities which they make up for themselves, or in teams.

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Explore a range of sound-makers and instruments and play them in different ways Moves to music Copies basic actions Beginning to watch dance and art performances Remember and sing nursery rhymes Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs Create their own songs or improvise a song around one they know



Athletics-Running, Jumping and throwing

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. • 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. • Start taking part in some aroup activities which they make up for themselves, or in teams. Throwing ball underarm with feet stationary. Stands with feet shoulder width apart. Swing throwing arm downward and forward without follow through

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up, swing down" Jump off a step. Using skills from 'Swing up, swing down' but jump off small step e.g. twothree gym mats (may need to hold hands initially) Stand and jump forward landing safely



Share and perform: Share and perhaps perform what has taken place in today's lesson. Remember and sing entire songs. • Sing the pitch of a tone sung by another person ('pitch match'). • Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. • Create their own songs or improvise a song around one they know. • Play instruments with increasing control to express their feelings and ideas.

Explore a range of sound-makers and instruments and play them in different ways Moves to music Copies basic actions Beginning to watch dance and art performances Remember and sing nursery rhymes Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs Create their own songs or improvise a sona around one they know



throwing

Learn to sing: Revisit a song from a previous Unit

Athletics-Running, Jumping and

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. 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, • Start taking part in some group activities which they make up for themselves, or in teams. Throwing ball underarm with feet stationary. Stands with feet shoulder width apart. Swing throwing arm downward and forward without follow through Swing up, swing down. Child stands with knees slightly apart and bent knees. Arms are positioned behind. He/she is then instructed to raise his/her arms forwards and upwards and stand on his/her toes. Repeat until fluent, "Swing up, swing down" Jump off a step. Using skills from 'Swing up, swing down' but jump off small step e.g. twothree gym mats (may need to hold hands initially) Stand and jump forward landing safely



Explore and Create: Explore pitch by creating your own sounds with voices and instruments Learn to sing: Revisit a song from a previous Unit Share and perform: Share and perhaps perform what has taken place in today's lesson Remember and sing entire songs. • Sing the

pitch of a tone sung by another person ('pitch match'). • Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. • Create their own songs or improvise a song around one they know. • Play instruments with increasing control to express their feelings and ideas.

Explore a range of sound-makers and instruments and play them in different ways Moves to music Copies basic actions Beginning to watch dance and art performances

Remember and sing nursery rhymes Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs Create their own songs or improvise a sona around one they know



Athletics-Running, Jumping and throwing

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. Skip, hop, stand on one leg and hold a pose for a aame like musical statues. • Use large-muscle movements to wave flags and streamers, paint and make marks. • Start taking part in some group activities which they make up for themselves, or in teams. Throwing ball underarm with feet stationary. Stands with feet shoulder width apart. Swing throwing arm downward and forward without follow through Swing up, swing down. Child stands with knees slightly apart and bent knees. Arms are positioned behind. He/she is then instructed to raise his/her arms forwards and upwards and stand on his/her toes. Repeat until fluent, "Swing up, swing down" Jump off a step. Using skills from 'Swing up, swing down' but jump off small step e.g. twothree gym mats (may need to hold hands initially) Stand and jump forward landing safely



Characteristic of Effective	The Foundation Stage the curriculum is delivered to develop the behaviours outlined in the Characteristics of Effective Learning. The behaviours in the characteristics of
Learning	strands. The strands of the characteristics of effective learning are related to key themes in early childhood development they are • Playing and Exploring: Finding out a
	play; Being willing to have a go • Active Learning: Being involved and concentrating; Keeping on trying; Enjoying achieving what they set out to do • Creating and Think
	they already know to learn new things; Choosing ways to do things and finding new ways. The characteristics of Effective Learning focus on the process rather than the
	opportunities with curiosity, energy and enthusiasm. Effective learning must be purposeful to a child, allowing them to practice and apply newly learnt skills in new situ
	learners will support them to learn well and make good progress in all the Areas of Learning and Development.

s of Effective Learning are grouped into three ut and exploring; Using what they know in their inking Critically: Having their own idea; Using what the outcome. They enable children to approach situations. These abilities and attitudes of strong