



Early Years Curriculum Overview

SUBJECT AREA	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Colour & Shape	Colour & Shape	The Jolly Postman	The Jolly Postman / SpringTime	Bugs Life	Bugs Life
Personal, Social & Emotional Development	Class rules - WHALE Guided and independent play Self care PSHCE: Being healthy/Being safe	Class rules - WHALE Guided and independent play Self care	Class rules - WHALE Guided and independent play Self care PSHCE: Being in a community / Feelings & Relationships	Class rules - WHALE Guided and independent play Self care	Class rules - WHALE Guided and independent play Self care PSHCE: Being me/ Looking after the environment	Class rules - WHALE Guided and independent play Self care
Communication & Language	Storytime Carpet sessions Small group work Literature Circles	Storytime Carpet sessions Small group work Literature Circles	Storytime Carpet sessions Small group work Literature Circles Chatting chums	Storytime Carpet sessions Small group work Literature Circles Chatting chums	Storytime Carpet sessions Small group work Literature Circles Chatting chums	Storytime Carpet sessions Small group work Literature Circles Chatting chums
Physical Development	Playtime/ Freeflow Drawing/Writing/Art activities Cutting and sticking Using cutlery Gymnastics Rugby	Playtime/ Freeflow Drawing/Writing/Art activities Cutting and sticking Using cutlery Gymnastics Football	Playtime/ Freeflow Drawing/Writing/Art activities Cutting and sticking Using cutlery Gymnastics Kurling/ Circuit Training	Playtime/ Freeflow Drawing/Writing/Art activities Cutting and sticking Using cutlery Gymnastics Basketball	Playtime/ Freeflow Drawing/Writing/Art activities Cutting and sticking Using cutlery Gymnastics Cricket Swimming	Playtime/ Freeflow Drawing/Writing/Art activities Cutting and sticking Using cutlery OAA Athletics Swimming
Literacy	Fire engine non-fiction The Blue Balloon Factual writing Song of Sounds Stage 1	Elmer Sssh Santa Posters Retelling a story Factual writing Song of Sounds Stage 1	The Jolly Postman Fairy Tales & Nursery Rhymes Letter writing Retelling a story Song of Sounds Stage 1	The Jolly Postman Fairy Tales & Nursery Rhymes A Frog in the Throat Spring non-fiction Song of Sounds Stage 1	Minibeast non-fiction The Very Hungry Caterpillar The Bad Tempered Ladybird The Bee Book Song of Sounds Stage 1	Aargghh Spider! Sam's Sandwich We're going on a Bear Hunt Onomatopoeia Retelling a story Letter writing Factual writing

Mathematics	Numbers to 5 Subitising 2D shape	Numbers to 5 Subitising 3D shape	Numbers to 10 Adding one Subtracting one Pattern Measure	Numbers to 10 Subtracting one Equal groups Doubling Odds and Evens Measure	Numbers beyond 20 Number bonds to 10 Days of the Week Symmetry Time	Numbers beyond 20 Number bonds to 10 Time
Understanding the World	Role of the firefighter	Changing states of matter The Bible & Jesus and his friends Old Testament & New Testament	Role of the postman People in the community Post through the ages Maps Understanding the past through fairy tales	Life in the past - Peepo Our environment & compare to life in other countries Seasons Changing states of matter RE - looking at different religions and cultures	Exploring the natural world Mini beasts	Exploring the natural world Mini beasts Habitats RE - Biblical leaders
Expressive Arts & Design	Fire Station Role Play Design and make a junk modelling fire engine Drawing Chalk pastels Weaving Clay Printing Introduction to music Elmer Dance	Santa's Grotto Role Play Collage Sewing Artist Study: Kandinsky Percussion and rhythm, Singing Elmer Dance Christmas production	Fairy Tale Café Make a house for one of the characters from the Jolly Postman Design and make a sweetie house for the witch Painting Learn and perform nursery rhymes Percussion Country Dancing	Jolly Post Office Role Play Food technology Printing Using charcoal Sound effects Jolly Postman Dance	Creepy Crawly Café Collage Printing Colour mixing Learn and perform a simple song Sewing	Bear Hunt Role Play Design and make a giant bug Using water colours Composing Summer production