# Curriculum Intent & Progression Document EYFS

St. Mary's Catholic Voluntary Academy, Grantham

2022-23



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St. Mary's Catholic Voluntary Academy, Grantham 2022-23

#### **Mission Statement**

Christ is at the centre of St. Mary's as we strive to nurture and care for all our community members by encouraging them to **Believe**, **Succeed** and **Soar** within God's love, to achieve the very best that they can, in all areas.

#### **Our Vision**

We are disciples who put our faith into action in all that we do. We are role models who encourage others to shine and be the best version of themselves that they can be. We are investigators who ask questions about the past, the present and the future. We are artists who show our creativity and talents with flair and imagination. We are storytellers who have a passion for reading and are able to communicate in many ways. We are problem solvers who tackle tasks with an open mind and a positive approach. We are team players who work together to achieve our goals. We are explorers who learn new skills, embrace other cultures and value our locality and the wider world. We **Believe**. We **Succeed**. We **Soar**.

#### **Our Gospel Virtues**

To achieve our full Christian potential, we all need to live out our Gospel Virtues: -

Love A Christ-like love respects the talent of each person in our school.

#### Faith

Faith helps us to do God's will in this world.

#### Hope

Hope helps us to see a new life beyond our present one.

#### Peace

We know that if we love one another, peace will be all around us.

#### Mercy

We believe that mercy will be shown by the way we forgive others.

#### Community

We believe our community here unites us all as followers of Jesus.

St. Mary's Catholic Voluntary Academy, Grantham 2022-23

### The General Principles of our curriculum are that children:

- Meet Jesus through all aspects of their work. Our intention is for children to encounter Jesus throughout their time at St. Mary's. Our curriculum has 'Christ at its heart' and every opportunity is made for the children to welcome God into their hearts.
- Experience the challenge and enjoyment of learning. Early Years is so important to ensure the best foundations are provided to ensure our children are happy, secure and want to be lifelong learners to give them the building blocks for life!
- Learn within a coherent and progressive framework. The EYFS curriculum is built upon children's interests, learning skills, acquiring new knowledge and demonstrating their understanding through 7 areas of learning and development.
- See clear links between different aspects of their learning. EYFS is the crucial start to children's education and it is vital that children have every opportunity to have the skills, knowledge and resilience to be ready for Key Stage 1. Our curriculum is built to ensure all children have the opportunities to experience (first hand, where ever possible) to prepare them for their role as a proactive citizen in our multicultural society.
- Understand the purpose and value of their learning and see its relevance to their past, present and future. As well as continuing the theme in the point above, children will learn about influences on their lives from their families, communities and cultures around them as well as globally.
- Explore the breadth and depth of The Foundation Stage. The intention is that the learning is fun, immersive and supports the 'whole' child. Children in the EYFS learn by playing and exploring, being active, and through creative and critical thinking

# Curriculum Intent: EYFS (2022-23)

COMMUNICATION AND LANGUAGE (Listening, Attention and Understanding, Speaking) LITERACY (Comprehension, Word Reading, Writing) ENGLISH (R, W, Ph)							
ADVENT 1	ADVENT 2 LENT 1 LENT 2 PENTECOST 1 PENTECOST 1						
Children will	Children will	Children will	Children will	Children will	Children will		
	All elements of these Early Learning Goals will be taught through the Read, Write, Inc. scheme of work.						
VOCABULARY							

MATHEMATICS (Number, Numerical Patterns)						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2	
Children will	Children will	Children will	Children will	Children will	Children will	

Getting to Know You	It's Me 1 2 3!	Alive in 5!	Building 9 and 10	Find My Pattern	To 20 and Beyond
Opportunities for	W1a: know how to	W1: know that the	W1a: know how the	W1a: know double	W1a: know how to
settling in, introducing	identify representations	number name zero and	counting principles work	facts.	count verbally beyond
the areas of provision	of 1, 2 and 3.	the numeral 0 can be	to 9.	W2a: know how	20.
and getting to know the	W1b: know how to	used to represent this	W2a: know how the	quantities can be	W2a: know to recognise
children.	subitise or count to find	idea.	counting principles work	distributed equally.	the pattern of the
Key times of the day	out how many and	W2a: know that one	to 10.	W3a: know how to	counting system.
and class routines.	make their own	quantity can be more	W3a: know number	explore and represent	W3a: know how to
Exploring continuous	collections of 1, 2 and 3	than, the same as or	bonds to 10.	patterns within numbers	explore simple shape
provision inside an out.	objects.	fewer.	W4a: know how to	to 10 (odd/ even/	arrangements.
Where do things	W1c: know how to	W2b: know the terms of	explore patterns which	double).	
belong? Positional	match the number	full and empty.	are repeated.	W3b: know how to	On the Move
language. [Baselines]	names we say to	W3a: know that all		explore and represent	W1a: know how to
	numerals and	numbers are made up	Consolidation	patterns with shapes	problem solve.
Just Like Me!	quantities.	of smaller numbers.		and models.	W2a: know how to
W1a: know how to	W1d: know how to	W3b: know the terms			copy, create and
explore and match	count up to 3 objects in	nearly full and nearly		First Then Now	continue a pattern.
objects which are the	different arrangements.	empty.		W1a: know how to	W3a: know how to use
same.	W2a: know that as we			compare quantities to	positional language to
W1b: know how	count, each number is	Growing 6, 7, 8		10.	make maps and plans.
collections can be	one more.	W1a: know how the		W2a: know that the	
sorted into sets based	W2b: know that as we	counting principles work		quantity of a group can	
on attributes such as	count back, each	to 6,7 and 8.		be changed by taking	
colour, size or shape.	number is one fewer.	W2a: know that a pair is		items away.	
W2a: know how the	W2c: know that circles	two.		W3a: know how to	
same collection of	have one curved side	W2b: know how to		explore and represent	
objects can be sorted in	and triangles have	combine two groups to		patterns.	
different ways.	three straight sides.	find how many			
W2b: know that when	W2d: know that all	altogether.			
making comparisons, a	numbers are made up	W3a: know how to			
set can have more, the	of smaller numbers.	describe length and			
same or fewer than	W3a: know how to use	height using			
another set.	positional language.	mathematical language.			
		W3b: know how to			
		order and sequence			

W3: know that objects can be repeated to make patterns	W3b: know that circles have 1 curved side, semi-circle has 1 curved and 1 straight side and the triangles have 3 straight sides	important times in their day.			
	W1a: know how to count on and back to 4,				
	including subitising. W1b: know that				
	squares and rectangle				
	shave 4 straight sides and 4 corners.				
	W2a: know how to				
	count on and back to 5,				
	including subitising. W3a: know how to				
	subitise and compare				
	as they explore one				
	more and one fewer.				
			BULARY	1	
Getting to Know You				Count, subitise, order, or	dinal, compare, forwards,
Just Like Me! Match, sort, same, different, pairs, rule, odd one out, compare, order, size, tall, long, short, large, small, balance, equal, weigh, measure, pattern, repeat		ordinal, compare, forwards, backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, number bond, mass, weight, heavy, light, heavier than, lighter than, capacity, full, empty, half full, more than, less than		backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, match, sort, same, different, pairs, rule, odd one out, double, twice as many, equal, sharing, grouping, half, even, odd, rotate, manipulate	
It's Me 1 2 3! Count, subitise, order, ordinal, compare, forwards, backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, 2D shapes,		<b>Growing 6, 7, 8</b> Count, subitise, order, ordinal, compare, forwards, backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, pairs,		First Then Now Count, subitise, order, ord backwards, numerals, dig equal to, more than, less	git, one more, one less,

circle, triangle, sides, over, under, between, around, through, on, into, next to, behind, beneath, order, repeat, patterns, on top of	explore, possibilities, length, height, , breadth, long, longer, short, shorter, tall, taller, wider, narrower, more than, less than, time, quicker, slower, earlier, later, before, after, first, now, next, today, yesterday, tomorrow, morning, afternoon, evening, day, week, hour, minutes	same, different, pairs, rule, odd one out, adding more, add, plus, altogether, total, taking away, take away, minus, number bonds, part, whole, digit, 2D shapes, triangle, rectangle, sides, tangram, compose, decompose
Light and Dark	Building 9 and 10	To 20 and Beyond
Count, subitise, order, ordinal, compare, forwards, backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, 2D shapes, rectangle, square, sides, time, quicker, slower, earlier, later, before, after, first, now, next, today, yesterday, tomorrow, morning, afternoon, evening, day, week, hour, minutes, night, day	Count, subitise, order, ordinal, compare, forwards, backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, number bond, 3D shapes, cuboid, cube, cone, sphere, curved, straight, flat, pattern, ten frame	Count, subitise, order, ordinal, compare, forwards, backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, match, sort, same, different, pairs, rule, odd one out, tens, ones, ten frame, 2D shapes, circle, triangle, rectangle, square, sides, visualise, build <b>On The Move</b> Count, subitise, order, ordinal, compare, forwards, backwards, numerals, digit, one more, one less, equal to, more than, less than, fewer, match, sort, same, different, pairs, rule, odd one out, pattern, relationship, mapping

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT (Self-Regulation, Managing Self, Building Relationships) UNDERSTANDING THE WORLD (People, Culture and Communities) RE/RSE						
	Journey In Love: God loves each of us in our uniqueness.					
	PENTECOST 2 Children will					
		I know that there is no one more s know that God made me and loves				
Physical Close their eyes and describe themselves to the person next to them.Social Explore favourite games.Emotional EmotionalIntellectual Describe a good friend by listing all their good qualities e.g. kind, helpful etc.Spiritual To consider: Is Jesus our friend? To share the story from scripture 'Jesus welcomes the						

UNDERSTANDING THE WORLD (Past and present) HISTORY						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2	
Children will	Children will	Children will	Children will	Children will	Children will	
Families. Growing and	Lives of significant	How has life changed.	How has technology	Growth and Change.	How has transport	
Changing	people.	Know from differences	changed. Historical	Know how to comment	changed. Historical	
Know members of their	Know significant figures	that familiar situations	events, significant	on images of animals	events, significant	
immediate family and	from the past and	took place in the past	people.	growing and changing	people.	
community.	present and compare	and that there are	Know how some	overtime.	Know how to comment	
Know and be able to	them.	similarities and	elements of technology	Know how to recount	on images of transport	
describe people who	Know and use the	differences.	have changed over time	an event (orally,	from the past.	
are familiar to them.	language of time when	Know that many stories	including the telephone,	pictorially, and/or with	Know how to order	
	talking about	are from the past and	blackboard/IWB etc.	captions).	experiences in relation	
	past/present events in	be able to compare and	Know how to talk about	Know about key roles	to themselves and	
	their own lives and in	contrast characters.	and understand	people have in society	others including stories.	
	the lives of others they	Know how to visually	changes in their own	both in the present and	Know how to describe	
		represent their own day		past.	features of objects,	

	have learnt about through books. Know how to talk about themselves as babies and birthdays. Know why and how we celebrate key historical events (bonfire night, remembrance day, Christmas day)	on a simple timeline (corresponds with the number 7 work and days of the week).	lifetime by creating a personal timeline. Know how to describe images of familiar situations in the past such as 'When we were giants' 'Peepo' (Shirley Hughes stories)	Know how to name and describe people who are familiar to them within their community (fire service, police, doctor, dentist)	people places and make comparisons; know how to talk about what is the same and different.
		VOCAE	BULARY		
People family, change, lives, history, grow, same/different, day, today yesterday, tomorrow, week, month, year, birthday, when I was a baby, before I was born, parents, grandparents, remember, calendar	Past/present, now, comparing, history, historical, years, artefacts, long ago, who?	A long time ago, once upon a time, timeline, ordering, lifetime	Modern, old, new, plastic, materials, clue, what?	Growing, changing,	
	1		NG THE WORLD		
ADVENT 1	ADVENT 2	GEOG	LENT 2	PENTECOST 1	PENTECOST 2
Children will	Children will	Children will	Children will	Children will	Children will
Do you want to be	Why do squirrels hide	Will you read me a	What's that sound?	Do cows drink	What can you see in
friends?	their nuts? +	story?	Can I draw a map of my	milk?Growth and	summer?
Where do I live?	Christmas	What features of	journey?	change	Where are the seas and
Where is my school?	Looking at migration of	countryside can I see?	Can I give directional	What is the weather like	oceans?
What is it like here?	animals.	How is the countryside	instructions to a	now?	What's it like at the
What differences are	What is the weather like	different to a town?	partner?	What has changed	seaside?
around the school	now?	What is the weather like	Can I find the UK on a	outside?	What's like on an
environment?	What has changed outside?	now?	world map?		island?

What can I see on an aerial map of school? What is the weather like now? What has changed outside?	What is this habitat/environment like? How is it different? What are its features? What is it like to live here?	How has it changed? How can I draw a map of my story? What symbols will I use?	Can I identify land and sea on a world map?	What is this habitat/environment like? FARM VISIT What can I see on maps on the route I travelled? Can I draw my own route? What symbols will I put on my route?	What features can I see? What symbols can I use on a map? What is the weather like now? How has it changed?What is the weather like now? What has changed outside? Where have I been to?What countries have I visited?
		VOCAE	BULARY		
Where, map, find, locate, differences, similarities, weather, world, earth, town, village, road, house,	Seasons, Autumn, Winter, Spring, Summer, country, cold, windy, hot, sunny,	Features, symbols, farm, countryside	Directions, up, down, across, right, left, North, South, East, West, land, sea, United Kingdom, England, Ireland, Scotland, Wales	Route, plan, manmade, natural	Island, other countries, seaside, coast,

UNDERSTANDING THE WORLD (explore, problem solve, observe, predict, think, make decisions and talk about the world around them) SCIENCE						
ADVENT 1– <b>Growth and</b> <b>Change (Humans)</b> Children will	ADVENT 2– Light and Dark (Grouping and Classifying) Children will	LENT 1– Comparing and Grouping. Floating and Sinking. Properties of Materials. Children will	LENT 2 – <b>Sounds and Senses</b> Children will	PENTECOST 1 – Growth and Change (Animals) Children will	PENTECOST 2 – Growing plants Children will	

Know the lifecycle of a human.	Know how to talk about changes they	Know what Floating and Sinking are and to	Know how to talk about the changes I	Know how to talk about similarities and	Know the names of the basic parts of a
Know how to talk about how	can see in Winter.	sort objects	see in Spring.	differences in relation	plant (leaf, stem, petal,
they have changed since they	Know how make	accordingly.	Know how to talk	to some farm animals.	flower)
were a baby.	different shadows and	Know some properties	about a famous	Know about the life	Know what a plant
Know how to talk about similarities/differences/pattern	colours with torches. Know and talk about	of everyday materials and talk about their	scientist – linked to Sound and	cycles of butterflies and chickens	needs to grow and how they can help with
and change in relation to	why some animals	similarities and	Technology, including	Know what animals	this
people.	hibernate or migrate in	differences.	their name.	needs to grow and stay	Know some similarities
Know how to talk about	Winter.		Know what the 5	healthy and how they	and differences
changes in Autumn	Know that they need		senses are.	can help with this.	between plants.
	to care for the natural			Know that they need to	Know how to talk
	environment and all living things.			care for the natural environment and all	about the changes they see in summer.
				living things.	
				Know some features of	
				our school	
				environment and how they might differ from	
				another environment.	
		VOCABUL	ARY		
Baby, child, teenager, adult,	Cold, ice, snow, bare	Float, sink, heavy,	Buds, shoots, leaves,	Farm animal names.	Plant, leaf, stem, petal,
elderly, leaves, changes, red,	trees, dark, freeze,	light, bottom, top, soft,	warmer, blossom, rain	Butterfly, egg,	flower, water, light,
orange, brown, crunchy, yellow, falling, season	frozen, warm, shadow, shape, migrate, fly,	rough, smooth, hard, bendy, same, different	showers, daffodils, eye, seeing, ear,	caterpillar, cocoon/chrysalis,	soil, food, sun, tee - shirt, shorts,
yenow, raining, season	south, warmer,	benuy, same, umerent	hearing, nose,	hatch, chick, chicken,	sunglasses, hot,
	hibernate, shelter,		smelling, mouth,	incubator, life cycle,	sunburn, safe, sun
	warm, food store, curl,		tasting, fingers,	changes, food, water,	cream, shade.
	Gloves, scarf, boots,		touching, feeling,	shelter, clean, humans,	
	coat		senses.	help, care,	

## COMPUTING EXPRESSIVE ARTS AND DESIGN (Creating with materials, Being imaginative and Expressive)

UNDERSTANDING THE WORLD (Past and present) PHYSICAL DEVELOPMENT (Gross and Fine Motor Skills)					
ONLINE		AND WILL ALWAYS BE			HE YEAR
ADVENT 1ADVENT 2Children willChildren willCOMPUTING SYSTEMS AND NETWORKS –-Know how what a keyboard is and how to locaterelevant keys-Know how to log in and out-Know how a mouse works and develop control-Know how to control a mouse – clicking		LENT 1 Children will PROGRAMMING A – All about instructions -Know how to follow instructions. -Know how to give simple instructions -Know how order of	LENT 2 Children will DATA HANDLING – Introduction to data handling -Know how to sort and categorise objects -Know how to sort based on categories	PENTECOST 1 Children will COMPUTING SYSTEMS AND NETWORKS – Exploring hardware- Know how to use different hardware- Know how to identify	PENTECOST 2 Children will PROGRAMMING B – Programming Bee- Bots-Know how to use directional arrows-Know how to program a robotKnow how to give simple commands-
-Know how to control a mouse – clicking and dragging		instructions is important (getting dressed) -Know how to debug when things go wrong -Know how to make predictions (what is an algorithm)	-Know how to respond to yes/no questions as an introduction to branching databases. -Know how to complete a branching database through physical sorting and categorising -Know how to interpret a basic pictogram	where technology is used in placesKnow how to operate a basic camera-Know how to take photographs of the world around them- Know how to take a selfie.	Know how to follow an algorithm (as part of an unplugged game)-Know how to give instructions and to debug (with adult support)
Computer, computer tower, monitor, keyboard, mouse, letters, numbers, uppercase, lowercase, type, log in, log out, computer safety, password, secure, private, protect, security, personal, lock, left-click, right-click, arrow, cursor, paint, stamp, drag, move, drop, on, off		VOCAE Instructions, blindfold, step over, walk around, turn, left, right, to the side, straight on, stand still, stop, duck, under, bend down, walk, hop, tiptoe, shuffle, skip, run, describe, two part instruction, adjective, algorithm, order, sequence, predict, prediction, next, last, first, second, third	Sort, categorise, category, group, describe, texture, colour, pattern, size, weight, height, length, more, less, count, in total, altogether, share, divide, equal, bigger than, smaller than, thicker than, thinner than, pictogram, graph, column, row, square, data, collect, record,	Mouse, buttons, keyboard, keys, monitor, computer tower, speaker, click, push, pull, twist, under, on top of, behind, open, shut, larger, smaller, dial, memory, technology, power, electricity. Batteries, on, off, camera, iPad, tablet, lens, point, shoot, capture, picture, image, gallery, record,	Forward, back, backwards, right, left Arrow, direction, turn straight on, directions, route, algorithm, instructions, circle, program, sequence, debug

	count, most popular, least popular	photograph, photographer, still, blurred, blurry, crisp, clear, selfie	
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	EXPRESSIVE ARTS AND DESIGN (Creating with materials, Being imaginative and Expressive) MUSIC						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2		
Children will	Children will	Children will	Children will	Children will	Children will		
Original Scheme –	Original Scheme –	Original Scheme –	Original Scheme –	Original Scheme –	Original Scheme –		
Unit 1 Me!	Unit 2 My Stories	Unit 3 Everyone!	Unit 4 Our World	Unit 5 Big Bear	Unit 6 Reflect,		
L1: Know what the	L1: Know that different	L1: Know how to	L1: Know that the	Funk	Rewind, Replay		
pulse of a piece of	music makes people	describe/verbalise	same song can be sung	L1: Know that the song	L1: Know that some		
music is	feel different things	some ways different	in different ways	is in a funk style and be	music is 'classical' and		
L2: Know how to find	L2: Know how to move	music makes them feel	L2: Know that songs	able to describe this in	some music is 'pop' and		
the pulse in a piece of	to music in different	L2: Know how to play a	can be sung in different	their own words	that these are music		
music and do this in	ways, depending on	note (tuned or untuned	languages	L2: To know that songs	styles		
different ways	how the music makes	percussion) to the beat	L3: Know that songs	can have different	L2: Know how to listen		
L3: Know how to copy	them feel	of the beginning of a	have been written	sections	for the different sounds		
rhythms L4: Know that some	L3: Know how to sing	nursery song. L3: Know how to play a	throughout history, so	L3: Know how to clap	that make up a piece of		
notes are high and	songs adding actions L4: Know how to hold	note (tuned or untuned	some songs are very old and some are new	to/play basic word	music (e.g. voice,		
others are low	an untuned percussion	percussion) to the	L4: Know that some	phrases (e.g. 'Big Bear', 'Big bear funk')	instruments) and begin to name some of them		
L5: Know that there	instrument; know how	beginning of a nursery	tunes do not have any	L4: Know that different	L3: Know, using the		
are different styles of	to make it make a	song by changing the	words	words can make the	digital support tool, the		
music	sound	pattern (whole-class	L5: Know at least 3	same clapping/playing	names of some of the		
L6: Know how to sing	L5: Know what a	together)	more nursery songs	pattern	instruments they can		
at least 3 nursey rhyme	glockenspiel and	L4: Know how to play a	L6: Know they can play	L5: Know that we can	hear.		
songs and be able to	beaters are; know how	note (tuned or untuned	their instrument and/or	count to music (e.g. <b>1</b> 2	L4: Know that different		
attempt to preform one	to hold a beater; know	percussion) to the	sing by themselves	3 4, <b>1</b> 2 3 4, etc.) and	instruments play		
of them.	how to play one note;	beginning of a nursery	(and have a go, if they	the <b>1</b> beat is the	different tunes at the		
	know how to play one	song by changing the	are confident enough to	strongest; to clap/play	same time to make the		
	note together	pattern independently	do so)	together on the <b>1</b> only.	music		
	L6: Know how to	L5: Know how to play a		L6: Know how to play a	L5: Know how to		
	create their own sounds	note (tuned or untuned		repeated pattern (riff)	compose a short tune		
	using instruments.	percussion) along to a			for part of a nursery		

		nursery song independently L6: Know how to perform a practiced nursery song by singing, playing instruments and adding actions		from the phrase 'Funky music' using two notes	rhyme or song (whole- class) L6: Know and perform 3 contrasting nursery rhymes/songs from the year, using voice and instruments.
		VOCAE	BULARY		
Pulse, rhythm, pitch (high and low), performance	Pulse, rhythm, pitch, performance, glockenspiel, beaters, rhyme, high, low	Pulse, rhythm, pitch, performance, glockenspiel, beaters, rhyme, high, low, improvise	Pulse, rhythm, pitch, performance, glockenspiel, beaters, rhyme, high, low, improvise	Pulse, rhythm, pitch, performance, glockenspiel, beaters, rhyme, high, low, improvise, funk, compose	Pulse, rhythm, pitch, performance, glockenspiel, beaters, rhyme, high, low, improvise, funk, compose, classical, pop

EXPRESSIVE ARTS AND DESIGN (Creating with materials, Being imaginative and Expressive) ART						
ADVENT – Portraits and Patterns	LENT- Simple Colour Mixing	PENTECOST - Printing				
Children will	Children will	Children will				
L1: Know what an artist is; know what a paint	L1: Know that Yves Klein is an artist and look at	L1: Know that Guiseppe Arcimboldo is an artist				
brush is, how to hold it and how to make marks with it	some of her work	and look at examples of his work				
	L2: Know that colours can be changed	L2/3: Know how to use fruit to make patterns and				
L2: Know what a portrait is and produce a self-		pictures				
portrait	L3: Know what happens when colours are mixed;					
	know how to keep brushes clean when mixing	L4: Know what printing is				
L3: Know what a pattern is and experiment with	colours					
use of patterns		L5: Know how to use fruit and vegetables to print				
	L4: Know that some colours are called primary	patterns				
L4: Know how to represent objects they have	colours, and some are called secondary colours					
observed in paint	,,,,,,	L6: Know how to use fruit and vegetables to print				
	L5: Know what happens to a colour when black is	a picture and say what it represents				
L5/6: Know how to make models from junk and	added to it					
say what these represent						

	L6: Know what happens to a colour when white is added to it	
	VOCABULARY	
Artist, paint brush, paint, portrait, pattern, observe, model, junk, represent	Mix, primary, secondary	Printing, pattern, press, shape, cut,

EXPRESSIVE ARTS	EXPRESSIVE ARTS AND DESIGN (Creating with materials, Being imaginative and Expressive) DT						
ADVENT – Why do squirrels hide their nuts + Harvest & Christmas Children will	LENT - <b>What's that sound?</b> Making musical instruments Children will	PENTECOST – What can you see in summer? Making transport – joining techniques, using tools, large constructions Children will					
Know what a balanced diet means	Know how to explore and evaluate a range of musical instruments.	Know how to explore and evaluate a range of toy vehicles/transport					
Know how to talk about healthy and unhealthy foods	Know to use a range of tools and equipment to join materials.	Know which parts of the vehicles move.					
Know how to talk about likes and dislikes, in the context of foods	Know how to select and use a range of tools and equipment to cut	Know how to design my own vehicle/transport by talking and drawing					
Know how to use a range of tools, beginning to show accuracy and care.	Know how to design a musical instrument.	Know how to evaluate their ideas against design criteria					
Know how to use recipes	Know how to communicate their ideas through talking and drawing	Know how to share their likes and dislikes about their vehicle and what they would do to improve it next time.					
Know how to discuss what they have made and how they could improve it next time (evaluate)	Know how to select and use a range of materials to make my own musical instrument.						
VOCABULARY							
Diet, balanced, unbalanced, food, vegetables, fruit, food groups, unhealthy, healthy, like, dislike,	Explore, materials, plastic, cardboard, paper, ribbon, wool, fur, evaluate, join, attach, template,	Moving, transport, vehicle, wheel, push, pull, direction, up, down, left, right, moving, evaluate, join, fix, split pin, picture, make, remake, cut,					

taste, cut, chop, stir, mix, recipes, ingredients,	cut, line, shape, round, square, design, criteria,	draw, design criteria, annotated sketch, idea,
evaluate,	materials, tools, annotated drawing, evaluate.	discuss, choose, drawing, label, appealing,
		evaluate, make, improve

PHYSICAL DEVELOPMENT (Gross and Fine Motor Skills)					
			Έ		
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2
Children will	Children will	Children will	Children will	Children will	Children will
Introduction to PE:	Introduction to PE:	Ball Skills: Unit 1	Dance: Unit 1	Ball Skills: Unit 2	Fundamentals: Unit 2
Unit 1	Unit 2	L1: know how to	L1: know how to use	L1: know how to	L1: know how to
L1: know how to move	L1: know how to move	develop rolling a ball to	counts of 8 to know	develop rolling and	develop balancing.
safely and sensibly in a	around safely in space.	a target.	when to change action.	tracking a ball.	L2: know how to
space with	L2: know how to follow	L2: know how to	L2: know how to	L2: know how to	develop running and
consideration of others.	instructions and stop	develop stopping a	explore different body	develop accuracy when	stopping.
L2: know how to	safely.	rolling ball.	parts and how they	throwing to a target.	L3: know how to
develop moving safely	L3: know how to stop	L3: know how to	move.	L3: know how to	develop changing
and stopping with	safely and develop	develop accuracy when	L3: know how to	develop dribbling with	direction.
control.	control when using	throwing to a target.	explore different body	hands.	L4: know how to
L3: know how to use	equipment.	L4: know how to	parts and how they	L4: know how to	develop jumping.
equipment safely and	L4: know how to follow	develop bouncing and	move and remember	develop throwing and	L5: know how to
responsibly.	instructions and play	catching a ball.	and repeat actions.	catching with a partner.	develop hopping.
L4: know how to use	safely as a group.	L5: know how to	L4: know how to	L5: know how to	L6: know how to
different traveling	L5: know how to follow	develop dribbling a ball	express and	develop dribbling a ball	explore different ways
actions whilst following	a path and take turns.	with your feet.	communicate ideas	with your feet.	to travel using
a path.	L6: know how to work	L6: know how to	through movement	L6: know how to	equipment.
L5: know how to work	co-operatively with a	develop kicking a ball.	exploring directions and	develop kicking a ball to	
with others co-	partner.		levels.	a target.	Games: Unit 2
operatively and play as		Gymnastics: Unit 2	L5: know how to copy		L1: know how to
a group.	Gymnastics: Unit 1	L1: know how to create	and repeat actions	Dance: Unit 2	develop accuracy when
L6: know how to follow,	L1: know how to copy	short sequences using	showing confidence	L1: know how to use	throwing and practise
copy and lead a	and create shapes with	shapes, balances and	and imagination.	counting to help stay in	keeping score.
partner.	your body.	travelling actions.	L6: know how to move	time with the music	L2: know how to follow
			with control and	when copying and	instructions and move
Fundamentals: Unit 1			coordination, linking,	creating actions.	

L1: know how to develop balancing whilst stationary and on the move. L2: know how to develop running and stopping. L3: know how to develop changing direction. L4: know how to develop jumping and landing. L5: know how to develop hopping and landing with control. L6: know how to explore different ways to travel.	L2: know how to create shapes whilst on apparatus. L3: know how to develop balancing and taking weight on different body parts. L4: know how to develop jumping and landing safely. L5: know how to develop rocking and rolling. L6: know how to copy and create short sequences linking actions together.	L2: know how to develop balancing and safely using apparatus. L3: know how to develop jumping and landing safely from a height. L4: know how to develop rocking and rolling. L5: know who how to explore travelling around, over and through apparatus. L6: know how to create short sequences linking actions together and including apparatus.	copying and repeating actions. Games: Unit 1 L1: know how to work safely and develop running and stopping. L2: know how to develop throwing and learn how to keep score. L3: know how to play games showing an understanding of the different roles within it. L4: know how to follow instructions and move safely when playing tagging games. L5: know how to work co-operatively and learn to take turns. L6: know how to work with others to play team games.	L2: know how to move safely with confidence and imagination, communicating ideas through movement. L3: know how to explore movement using a prop with control and co- ordination. L4: know how to move with control and co- ordination, expressing ideas through movement. L5: know how to move with control and coordination, copying, linking and repeating actions. L6: know how to remember and repeat actions, exploring pathways and shapes.	safely when pay tagging games. L3: know how to learn to play against an opponent. L4: know how to play by the rules and develop coordination. L5: know how to explore striking a ball and keeping score. L6: know how to work co-operatively as a team.
			BULARY		
Introduction to PE: Unit 1 Follow, team, space, travel, share, safely, path, listen	Introduction to PE: Unit 2 Follow, team, space, travel, share, safely, path, listen	Ball Skills: Unit 1 Roll, team, space, kick, bounce, throw safely, stop, listen	Dance: Unit 1 Move, space, safely, shape, copy, around, sideways, forwards, backwards	Ball Skills: Unit 2 Roll, team, space, kick, bounce, throw safely, stop, listen	Fundamentals: Unit 2 Run, safely, space, jump, hop, direction, stop, listen, balance
Fundamentals: Unit 1 Run, safely, space, jump, hop, direction, stop, listen	<b>Gymnastics: Unit 1</b> Copy, travel, space, shape, rock, over,	<b>Gymnastics: Unit 2</b> Copy, travel, space, shape, rock, over, around, through, roll	Games: Unit 1 Run, safely, space, catch, throw, team, stop, tag, score	Dance: Unit 2 Move, space, safely, shape, copy, around,	Games: Unit 2 Run, safely, space, catch, throw, team, stop, tag, score

backwards, sideways,	sideways, forwards,	
forwards	backwards	

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT (Self-Regulation, Managing Self, Building Relationships) PSHE Statements to Live By - Odd numbers						
ADVENT 1	ADVENT 2	LENT 1	LENT 2	PENTECOST 1	PENTECOST 2	
Children will	Children will	Children will	Children will	Children will	Children will	
L1/2 We are all special. L3/4 I can say how I feel. L5/6 I know what to do if I see anyone being hurt.	L1/2 I try to stand up for myself and others without hurting others. L3/4 I can tell you how I look after myself. L5/6 I can work, play, rest and pray each day.	L1/2 I try to love others as I love myself. L3/4 I know I belong in a community that includes my school. L5/6 I listen to what you say. I show that I am listening to you.	L1/2 I try to use words that make the world a better place. (Please, sorry, thank you). L3/4 I know that it is ok for me to make mistakes. L5/6 I try to keep going when things are difficult and not give up hope.	L1/2 I know when to ask for help and who to ask for help from. L3/4 I know how to help others when they are in trouble. L5/6 I try to forgive people when they hurt me.	L1/2 I know how to show I am sorry. L3/4 I know what human dignity means and I show that I respect others. L5/6 I notice that we are the same and we are different.	
		VOCAE	BULARY			
special, feelings, hurt, good, proud, happy, sad	work, rest, pray	love, community, belong, school,	world, please, thank you, sorry, mistake, difficult	help, trouble, forgive	sorry, respect, same, different	
		Statements to Live	By – Even numbers			
ADVENT 1 Children will	ADVENT 2 Children will	LENT 1 Children will…	LENT 2 Children will	PENTECOST 1 Children will	PENTECOST 2 Children will	
L1/2 I can say one good thing about myself. L3/4 I can laugh and have fun. L5/6 I understand that rights match responsibility.	L1/2 I try to be just and fair. L3/4 I think before I make choices that affect my health. L5/6 Simple things can make us happy.	L1/2 I try to follow our school and classroom rules. L3/4 I know we are happiest when we are united. L5/6 I co-operate with others in work and play.	L1/2 I try to appreciate the beauty and the wonder in the world around me L3/4 I can learn from my mistakes and failures. L5/6 I know what humility means.	L1/2 I can recognise comfortable and uncomfortable feelings. L3/4 I understand what trust means. L5/6 I try to accept forgiveness from others.	L1/2 I understand the importance of peace. L3/4 I stand up for people who are being treated unfairly. L5/6 I try to be accepting of others.	

VOCABULARY					
good, laugh, fun, rights, responsibility	just, fair, choices, health	school, classroom, rules, united, co- operate, work, play		comfortable, uncomfortable, trust, accept, forgiveness	peace, unfair, fair, important, accept