

Year R Medium Term Topic Planning – Spring 1 Weeks 1,2,3,4

Reading Jolly post man Blending simple and cvc words Letter of help 	Writing / Mark making Writing table Thank you letter Simple sentences Initial & cvc sound word Construction office area 	Linking sounds and letters See separate planning sheet.	 All About Me bag Story tapes Hot seat Jolly postman Visitors: School nurse, doctor, dentist, traffic officer, police/ambulance person, librarian, fire engine, school staff.
Problem solving, Reasoning and Maths	Physical Development	Under	standing the World
 Use language such as more or less to compare tow numbers Find 1 more or less then a number from 1-10 Sort familiar objects to identify their similarities and differences Sort objects making choices and justify decisions Know that numbers identify how many numbers are in a set Recognise numerals from 1-9 Match sets of objects to numerals that represent the number of objects Use familiar objects and common shapes to create and recreate patterns and build models. Use language such as circle or bigger to describe the shape and size of solids and flat shapes. Talk about recognise and recreate simple patterns. 	 Separate PE planning See Outdoor planning Healthy eating and living Handwriting exercises and letter formation. Walk to postbox to post thank you letters Lazy Town Hook - Letter of help from Lazy town Outcome - Hospital day& Junk Modelling emergency vehicles 	force. Push a invest move. Ramps Invest move Make lazy t Look a favou	and pull force on bike and igate how we can make paper fish s investigating PWHU vehicles. tigate different wind forces to the fire engine the quickest. 3d PWHU vehicles and houses for own. at map of the school and highlight rite places ocus- Special Clothes, see separate
Personal, Social and Emotional Development	Creative Development Dance, Music & Singing	Crea	ative Development Art
 All About Me bag PSHE separate planning- I know that we are all good at different things. I can say what I am going to do next. I can tell you what I like doing and learning. I can tell you what I have done and the things that worked well. I can tell you who helps me at home. I can tell you who helps me at school. Can ask for help from an adult, for example a lunchtime supervisor I can tell you people who help us and what they do. Talk about ways in which adults can help them. I can tell you what to clean my teeth. Draw or write about visitors they have met Recognise similarities and differences I can tell you who keeps me safe. I can tell you who keeps me safe. I can tell you what to be when I grow up Emergency calls and road safety 	 Circle dances- see separate plans PWHU songs Outdoor provision Make up lazy town songs 	mater • Add d • Creat • Buildi • Makin	e 3D models with reclaimed rials letail to vehicles e pictures of PWHU ng the hospital g signs for the hospital g bandages
Knowledge and Understanding of the World ICT	Creative Development Role-play / puppets	Constr	ruction / small world
 Take photos of pwhu in school and where they can be found. Take photos of visitors. All about me programme focus pwhu Lazy Town DVD 	 Role play PWHU with doll's houses and small world play Different role play corner in each class e.g. doctor, vet, police etc. 	buildir • Small	e own 3d models for lazy town ngs and vehicles world towns ruction kit models
Cooking	Outdoor Opportunities		Sand / Water
Baking healthy snacks	Continuous provision	to put	tigate with pipes and buckets- how a fire out a lazy town in the sand



Literacy - Reading	Literacy - Writing	Communication and Language
Literacy 30-50m • Listen to and join in with stories and poems, one-to-one and also in small groups. • Eggin to be aware of the way stories are structured • Suggest how the story might end. • Show interest in illustrations and print in books and print in the environment. • Handle books carefully. • Know information can be relayed in the form of print. • Know information can be relayed in the form of print. • Know information can be relayed in the form of print. • Know information is mighe words and blend them to 60 months • Continues a rhyming string. • Hears and says the initial sound in words. • Can segment the sounds in simple words and blend them together and knows which letters represent some of them. • Links sounds to letters, naming and sounding the letters of the alphabet. • Begins to read words and simple sentences.	 Handwriting/mark making Physical Development: Moving and Handling 30-50m Draws lines and circles using gross motor movements. Uses one-handed tools and equipment, e.g. makes snips in paper with child scissors. Holds pencil between thumb and two fingers, no longer using whole-hand grasp. Holds pencil between thumb and two fingers and thumb and uses it with good control Can copy some letters, eg letters from their name 40-60m Uses simple tools to effect changes to materials. Handles tools, objects, construction and malleable materials safely and with increasing control. Use simple tools to effect changes to the materials. Shows a preference for a dominant hand. Begin to use anti-clockwise movement and retrace vertical lines. Begin to use anti-clockwise movement and retrace vertical lines. Begin to use anti-clockwise movement and retrace vertical lines. Begin to use anti-clockwise movement and retrace vertical lines. Begin to form recognisable letters Literacy: Writing 30-50m Sometimes give meaning to marks that they create Ascribe meanings to marks that they see in different places 40-60m Gives meaning to marks they make as they draw, write and paint. Hears and says the initial sound in words. Can segment the sounds in simple words and blend them together. Links sounds to letters, naming and sounding the letters of the alphabet. Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence. Writes own name and other things such as labels, captions. 	Communication and Language: Listening and Attention 30-50M ■Listens to others one to one or in small groups, when conversation interests them. ■Listens to stories with increasing attention and recall. ■ Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories. ■Focusing attention - still listen or do, but can shift own attention. ■ Is able to follow directions (if not intently focused on own choice of activity). ■Two-channelled attention - can listen and do for short span Understanding 30-50M Understands use of objects (e.g. "What do we use to cut things?) ■ Shows understanding of prepositions such as 'under', 'on toy', behind' by carrying out an action or selecting correct picture. ■ Responds to simple instructions, e.g. to get or put away an object. ■ Beginning to understand 'why' and 'how' questions. 40-60m ■ Able to follow a story without pictures or props. ■ Listens and responds to ideas expressed Speaking ■ Beginning to use more complex sentences to link thoughts (e.g. using and, because). ■ Can retell a simple past event in correct order (e.g., went down side, hurt finger). ■ Uses talk to connect ideas, explain what is happening and anticipate what might happen next, recall and relive past experiences. ■ Questions why things happen and gives explanations. Asks e.g. who, what, when, how. ■Uses a range of tenses (e.g. play, playing, will play, played). ■ Uses intonation, rhythm and phrasing to make the meaning clear to others. ■ Uses totalk in pretending that objects stand for something else in play, e.g. This box is my castle.'

Mathematics	Physical Development Gross Motor	Understanding the World
 Number 30-50m Use some number names accurately in play. Sometimes match number and quantity correctly. Knows that numbers identify how many objects are in a set. 40-60m Recognise some numerals of personal significance. Recognises numerals 1 to 5. Counts up to three or four objects by saying one number name for each item. Counts objects to 10, and beginning to count beyond 10. Counts objects to 10, and beginning to count beyond 10. Counts out up to six objects from a larger group. Selects the correct numeral to represent 1 to 5, then 1 to 10 objects Counts an irregular arrangement of up to ten objects. Estimates how many objects they can see and checks by counting them. Uses the language of 'more' and 'fewer' to compare two sets of objects Shape, space and measure Slape, space and measure Slape on size. 30-50m Show an interest in shape and space by playing with shapes or making arrangements with objects. Show any arrangements with objects. Show wareness of similarities in shapes in the environment. Uses spasitional language. Show wareness of similarities in shapes in the environment. Uses shapes appropriately for tasks. Begin to talk about the shapes of everyday objects. Begin to use mathematical names for flat 2D shapes. 	 Movement and handling 22-36m Respond to rhythm, music and story by means of gesture and movement. Are able to stop. 30-50m Move freely with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping. Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles. Can stand momentarily on one foot when shown. Can catch a large ball 40-60m Experiments with different ways of moving. Jumps off an object and lands appropriately. Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles. Travels with confidence and skill around, under, over and through balancing and climbing equipment. Shows increasing control over an object in pushing, patting, throwing, catching or kicking it. Health and self care 22-36m Helps with clothing, e.g. puts on hat, unzips zipper on jacket, takes off unbuttoned shirt. Beginning to be independent in self-care, but still often needs adult support. 30 to 50 months Can tell adults when hungry or tired or when they want to rest or play. Observes the effects of activity on their bodies. Understands that equipment and tools have to be used safely. Gains more bowel and bladder control and can attend to toileting needs most of the time themselves. Can usually manage washing and drying hands. Dresses with help, e.g. puts arms into open-fronted coat or shirt when held up, pulls up own trousers, and pulls up zipper once it is fastened at the bottom. 40 to 60 months Usually dry and clean during the day. Shows understanding of the need for safety when tackling new challenges, and considers and manages some risks. shows some understanding that good practices with	 People and Communities 22 to 36 months 22 to 36 months 23 In pretend play, initiates everyday actions and events from own family and cultural background, e.g. making and drinking tea. 24 Beginning to have their own friends. 24 Learns that they have similarities and differences that connect them to, and distinguish them from, others. 30-50m Shows interest in the lives of people who are familiar to them. 25 Recognises and talks about significant events in their own experience. 26 Recognises and talks about significant events for family or friends. 27 shows interests in different occupations and ways of life 28 Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family. 40-60m 22-36m 23-50m 23-50m 23-50m 24-36m 25-36m 25-36m 26-36m 27-36m 28 Enjoys playing with small-world models such as a farm, a garage, or a train track. 20 Notices detailed features of objects in their environment 30-50m 20 Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world 40-60m 20 Looks closely at similarities, differences, patterns and change.



Year R Medium Term Topic Planning-Spring 1 Weeks 1,2,3,4 Lazy Town objectives

Personal, Social and Emotional	Expressive Art and Design	Expressive Art and Design	
Development	Creating Music & Dance	Art & DT	
Making Relationships 22 to 36 months =Seeks out others to share experiences. Shows affection and concern for people who are special to them. 30 to 50 months =Can play in a group, extending and elaborating play ideas, e.g. building up a role-play activity with other children. = Initiates play, offering cues to peers to join them. =Keeps play going by responding to what others are saying or doing. = Demonstrates friendly behaviour, initiating conversations and forming good relationships with peers and familiar adults. 40 to 60 months = Initiates conversations, attends to and takes account of what others say. =Explains own knowledge and understanding, and asks appropriate questions of others. = Takes steps to resolve conflicts with other children, e.g. finding a compromise. Self Confidence and Self awareness. 30 to 50 months = Can select and use activities and resources with help. = Welcomes and values praise for what they have done. = Enjoys responsibility of carrying out small tasks. = IS more outgoing towards unfamiliar people and more confident in new social situations. = Confident to talk to other children when playing, and w ill communicate freely about own home and community. = Shows confidence in asking adults for help. 40 to 60 months = Can describe self in positive terms and talk about abilities. Managing Feelings and Behaviour 22 to 36 months = Can describe self in positive terms and talk about abilities. Managing feelings and Behaviour 22 to 50 months = Can describe self in positive terms and talk about abilities. Maraging feelings and sisten s of others. = Tries to help or give comfort when others are distressed. = Shows understanding and cooperates with some boundaries and routines. = Can express their own feelings such as sad, happy, cross, scared, worried. = Responds to the feelings and wishes of others. = Tries to help or give comfort when others are distressed. = Shows understanding and cooperates with some actions and words can hurt others' feeling. = B	Exploring media and using materials 22-36m Joins in singing favourite songs. Creates sounds by banging, shaking, tapping or blowing. Shows an interest in the way musical instruments sound. 30-50m Enjoys joining in with dancing and ring games. Sings a few familiar songs. Beginning to move rhythmically. Imitates movement in response to music. Taps out simple repeated rhythms Explores and learns how sounds can be changed 40-60m Uses movement to express feelings. Creates movement to response to music. Sings to self and makes up simple songs. Makes up rhythms. Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words. 40-60m simple representations of events, people and objects. Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.	 Exploring media and using materials 22-36m Explores colour and how colours can be changed. Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects. Uses various construction materials. Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces. 40-60m Explores what happens when they mix colours. Explore what happens when they mix colours. Explore what happens when they mix colours. Understand that different media can be combined to create new effects. aconstructs with a purpose in mind, using a variety of resources. alloses simple tools and techniques competently and appropriately. Selects tools and techniques needed to shape, assemble and join materials they are using. 	
	Fynressive	Art and Design	
Understanding the World		ay / puppets	
ICT	Construction / small world		
Technology 22-36m	Being Imaginative 22-36m		
Seeks to acquire basic skills in turning on and operating some ICT equipment.	■■Beginning to make-believe by pretending. 30-50m		
30-50m •Knows how to operate simple equipment, e.g. turns on CD player and uses	 Developing preferences for forms of expression. Uses movement to express feelings. 		
remote control. Shows an interest in technological toys with knobs or pulleys, or real	Notices what adults do, imitating what is observed and then doing it spontaneously when the adult is not there.		
objects such as cameras or mobile phones 40-60m =Completes a simple program on a computer.	 Engages in imaginative role-play based on own first-hand experiences. Builds stories around toys, e.g. farm animals needing rescue from an armchair 'cliff'. Uses available resources to create props to support role-play. 		
	40-60m ••Create simple representations of events, people and objects. ••Trivitate new combinations of maximum and active in order to express and respond to feelings, ideas and		
	Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences. Interfaces a standing or parative into their play.		
	 Introduces a storyline or narrative into their play. Plays alongside other children who are engaged in the same theme. Plays cooperatively as part of a group to develop and act out a narrative 		