

EYFS Curriculum Overview
Year A 2019/2020

Area of Learning	Autumn 1 Ourselves	Autumn 2 Under the Sea/festivals	Spring 1 People Who Help Us	Spring 2 Space	Summer 1 In The Garden (Minibeasts and Growth)	Summer 2 Traditional Tales
Communication Language and Literacy	<p>The “Letters and Sounds” phonics programme</p> <p>Name writing and handwriting practice</p> <p>Developing speaking and listening skills</p>	<p>The “Letters and Sounds” phonics programme</p> <p>Name writing and handwriting practice</p> <p>Blending and segmenting words</p>	<p>The “Letters and Sounds” phonics programme</p> <p>Blending and segmenting words</p> <p>Beginning to write simple sentences</p>	<p>Continuing with Phase 3 of Letters and Sounds and consolidating what has already been learnt</p> <p>Retelling stories, focusing on the sequence of events</p> <p>Writing simple sentences</p> <p>Learning about speech bubbles</p>	<p>Consolidating the “Letters and Sounds” phonics programme</p> <p>Retelling narrative</p> <p>Use simple punctuation in writing</p>	<p>Consolidating the “Letters and Sounds” phonics programme</p> <p>Learning the features of traditional tales and writing our own</p>
Maths	<p>Counting, recognising, writing and ordering numbers</p> <p>Finding one more and one less than a number</p> <p>Exploring 2D shapes and learning how to use positional language</p>	<p>Counting, recognising, writing and ordering numbers</p> <p>Finding one more and one less than a number</p> <p>Exploring 2D and 3D shapes and learning how to use positional language</p>	<p>Counting, writing and ordering numbers</p> <p>Starting to look at early addition and subtraction and simple ways of recording calculations</p>	<p>Counting, writing and ordering numbers</p> <p>Find one more or less than any given number to 20</p> <p>Use appropriate language relating to weight, length and capacity</p>	<p>Counting, writing and ordering numbers</p> <p>Doubling and halving</p> <p>Solving problems involving sharing</p>	<p>Counting, writing and ordering numbers</p> <p>Doubling and halving</p> <p>Counting in 2’s, 5’s and 10’s</p>
Personal,	Settling in	Understanding that	Looking at how	Continuing to be	Looking at ways we	Learning to work as

EYFS Curriculum Overview
Year A 2019/2020

Social and Emotional Development	Encouraging turn-taking and sharing in order to form good relationships	people have different needs, views, cultures and beliefs that need to be treated with respect	different people help us in our lives How we look after our teeth	interested, motivated and excited to learn. To be confident to try new activities, initiate ideas and speak in a familiar group	can care for plants and living things Looking at healthy foods	part of a team Preparation for moving to Year 1
Physical Development	Changing independently for PE Developing fine motor skills	Changing independently for PE Travelling and moving	Travelling and moving (over, through and under)	Developing fine motor skills Recognise the importance of being healthy	Improving ball skills Looking at changes that occur to our bodies when we exercise	Preparation for Sports Day Showing an awareness of space
Understanding the World	Construction activities Learning about ourselves and our bodies (senses)	Learning about creatures that live under the sea Learning about features of Autumn	Learning about our community and people who help us eg: police, firefighters, doctors, nurses, vets etc	Learning about different planets and their properties.	Digging and preparing our garden labelling parts of a plant Learning about minibeasts Life cycle of a butterfly	Looking at signs of summer Making and tasting porridge and gingerbread men
Expressive Arts and Design	Painting portraits Movement of our bodies through dance	Diwali, Bonfire Night, Christmas and creative activities Songs and movement to music	Looking at sounds and how they can be changed	Using the Paint Program in the Computer Suite to produce space related pictures.	Observational drawings of plants and minibeasts Acting out stories (eg: Jack and The Beanstalk)	Making finger puppets Making props for role play