

Subject	Week 8 30 Oct	Week 9 6 Nov	Week 10 13 Nov	Week 11 20 Nov	Week 12 27 Nov	Week 13 4 Dec	Week 14 11 Dec	Week 15 18 Dec
Prime Area PSED (40-60 mths)	<p>Making Relationships: 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, eg compromise.</p> <p>Self Confidence: Confident to speak to others about own needs/ wants / interests and opinions. Can describe self in positive terms and talk about abilities.</p> <p>Managing Feelings and Behaviour : Understands that own actions affect other people, eg. Becomes upset or tries to comfort another child when they realise they have upset them. Aware of boundaries set and behavioural expectations in the setting. Beginning to be able to negotiate and solve problems without aggression.</p>							
	Newstime - Show and Tell Sharing items from home. Talking about family and home life.							
	Circle times - with Barnaby Bear. Using ideas from Ros Bayley's Listening Skills and Circle Time books.							
	Continous Provision ITMP / Adult observations and interactions within class room and outside area.							
	Characteristics of Effective Learning - Playing and Engagement, Active Learning, Thinking Critically							
Prime Area C&L (40-60 mths) Circle times	<p>Listening and Attention : Maintains attention, concentrates and sits quietly during appropriate activities. Two channelled attention - can listen and do for short spans.</p> <p>Understanding : Responds to instructions involving 2 part sequence. Understands humour (nonsense rhymes/ jokes) Able to follow a story without pictures or props. Listens and responds to ideas expressed by others in conversation and discussion.</p> <p>Speaking : Extends vocabulary, especially by grouping and naming, exploring the meaning and sounds of new words. Uses language to imagine and recreate roles and experiences in play situations. Links statements and sticks to a main theme or intention. Uses talk to organise, sequence and clarify thinking, ideas, feelings and events. Introduces a storyline or narrative into their play.</p>							
	TD day	Barnaby's Musical Box (pg 11)	Barnaby says (Pg 13) Barnaby's Pet (pg17)	Barnaby goes shopping (pg 13) Squeak Pig Squeak	Barnaby's Tray Game Song Sack	Barnaby's Christmas Presents (pg12)	Barnaby's Picture bag (pg 15)	
	<p>Moving and Handling : Experiements 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. 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. Uses simple tools to effect changes to materials. Handles tools, objects, construction and malleable materials safely and with increasing control. Shows a preference for a dominant hand. Begins to use anticlockwise movement and retrace vertical lines. Begins to form recognisable letters. Uses a pencil and holds it effectively to form recognisable letters, most of which are correctly formed.</p> <p>Health and Self Care : Eats a healthy range of foodstuffs and understands need for variety of foods. Usually dry and clean during the day. Shows some understanding that good practices with regard to exercise, eating, sleeping and hygiene can contribute to good health. Shows understanding of the need for safety when tackling new challenges and considers / manages risks. Shows understanding of how to transport and store equipment safely. Practices some appropriate safety measures without direct supervision.</p>							
	Personal responsibility dressing & undressing for PE/ role play Talk about effects of exercise after PE or outside play - perspiration, racing heart beat, heavy breathing, tiredness.							
	Gross motor control - Outdoor bricks/ crates/ PE equipment/ scooters/ Daily Mile/ Pirate ship and Slide/ Large climbing frames/ benches/ mat/ tables							
Fine motor control Funky Fingers activities including tweezers, scissors, salt trays, nuts and bolts, pegs, Dough Disco, Wave your scarves,								

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L (40-60 mths)	Reading - 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. Uses vocabulary and forms of speech that are increasingly influenced by their experiences of books. Enjoys an increasing range of books. Knows that information can be retrieved from books and computers.								
	Writing - Gives meaning to marks they make as they draw, write and paint. Gives meaning to marks they make as they draw, write and paint. Continues a rhyming string. 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. Attempts to write short sentences in meaningful contexts.								
	Super sentences - discuss words/ spaces/ sounds	a cat a red cat	a man a sad man	the mat sit on the mat	the pan the egg in the pan	mum and dad	I can run / hop/ skip/ jump/ sing		
	Bonfire Sounds	Traditonal Tales			Planning a Party - writing shopping lists, invitations, cards		Write a letter to Father Christmas and post in an envelope.		
Phonics	Jolly Phonics Ph 2 e, u, r	Jolly Phonics Ph 2 ck h b f	Jolly Phonics Ph 2 l ff ll ss	Jolly Phonics Ph 3 j v w x	Jolly Phonics Ph 3 y z qu zz	Jolly Phonics Ph3 sh ch th ng	Jolly Phonics Ph 3 recap so far		
MD (40-60 mths)	Number - Recognise some numerals of personal significance. Recognises numerals 6 to 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 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 nad fewer to compare 2 sets. Says the number that is one more than a given number. Finds the total number of items in 2 groups.								
	Shape and Measure - Beginning to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes. Selects a particular named shape. Can describe their relative position such as 'behind' or 'next to'. Orders two or three items by length or height. Orders two items by weight or capacity. Uses familiar objects and common shapes to create and recreate patterns and build models. Uses everyday language related to time.								
	Numberjacks 6 Six of One Number Zoo Snappy 6 Dice games	Numberjacks 7 Seven Wonders Number Zoo Spotty 7 Addition	Numberjacks 8 Two Four Six Eight Number Zoo Amazing 8 Subtraction	Numberjacks 9 Nine lives Number Zoo Naughty 9 Estimation	Numberjacks 10 Tens moments Number Zoo Terrible 10 Numicon bonds to 10	Numberjacks Teen numbers Teen numbers Advent counting past 10	Numberjacks shapes 2D 3D Shapes Wrapping presents Orchard Santa game		
	People and communities - Enjoys joining in with family customs and routines. Knows about similarities and differences in relation to places, objects, materials and living things. The world - Looks closely at similarities, differences, patterns and change. Makes observations of plants and animals. Explain why some things occur.								
UW (40-60 mths)	Introduction to the Bible as God's word	The Christmas Story Setting the scene 2000 years ago	Mary finds out. How can it be? (Hosanna Rock)	Journey to Bethlehem (Little Donkey)	Jesus is born It's a baby (It's a baby)	The Shepherds Hear One Starry Night (Sleepy Shepherd)	The Wise Men come Bumpy Road (Sleepy Shepherd)	Bethlehem Day to God (Hosanna Rock)	
	Autumn changes	Bonfire Night			Advent preparations			Mon - Bethlehem Day Wed - Carol Service	
	Technology - Completes a simple program on a computer. Uses ICT hardware to interact with age-appropriate computer software.								
	PAINT Using spray/ line star tools	Clicker writing names	Clicker Using a word bank. I am	Make a christmas picture		Writing Christmas card message/ name			
Cooking		Crispy firework cakes	Fruit salad	Rocky Road	Jam Tarts	Cup cake Stars	Christmas tree biscuits	Party food sandwiches/ jelly	