

EYFS LONG TERM PLAN - Nursery

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	Me and My family	Under the Ocean	Traditio Bears Around the World	nal Tales	Amazing Animals	Marvellous Minibeasts
Texts	Fiction- My mum and dad make me laugh Non-fiction- The great Big Book of families	Fiction- Barry the Fish with Fingers Non-fiction - The Big Book of the Blue: Yuval Zommer	Fiction – Goldilocks and the Three Bears by Ladybird books Non-fiction - A Book of Bears: At Home with Bears Around the World by Kate Viggers	Plants, Plants, Plants! Fiction – Jack and the Beanstalk by Ladybird books Non-fiction – How Things grow by Usborne books	Fiction - Dear Zoo by Rod Campbell Non-fiction – Creature Features by Natasha Durley	Fiction - The Very Hungry Caterpillar by Eric Carle Non-fiction – The Life Cycle of a Butterfly by Kay Barnham
Supplementary texts	My World Your World The Large Family series Monkey Puzzle	The Odd Fish Rainbow Fish Commotion in the Ocean The Fish Who Could Wish	Whatever Next Brown Bear, Brown Bear We're Going on a Bear Hunt	Jasper's Beanstalk The Tiny Seed	Who's at the Zoo? Rumble in the Jungle Giraffes Can't Dance Peep Inside the Zoo	Mad About Minibeasts Twist and Hop. Minibeast Bop Peep Inside the Garden
	Reading Daily story time x2 Enjoy sharing books with an adult Turn pages in a book from left to right, front to back	Reading Daily story time x2 Pay attention and respond to pictures or words in books Seek out favourite books	Reading Daily story time x2 Know the names of the different parts of a book Know print can have different purposes	Paily story time x2 Know that print has meaning Know we read English text from left to right and from top to bottom	Reading Daily story time x2 An understanding of the five key concepts of print	Paily story time x2 An understanding of the five key concepts of print
Reading & Literacy	Early Writing & Mark Making Taught sessions • Vertical lines – drawing between, tracing over, drawing next to, drawing vertical lines independently • Horizontal lines - drawing between, tracing over, drawing next to, drawing vertical lines independently • Dough disco • Modelled draw • Gross motor tasks	Early Writing & Mark Making Taught sessions Revisit vertical and horizontal lines Horizontal / vertical lines (cross) - drawing between, tracing over, drawing next to, drawing horizontal / vertical lines that cross independently Dough disco Modelled draw Gross motor tasks	Early Writing & Mark Making Taught sessions Circles – drawing curved lines, tracing a circle over given line, drawing around a circle, drawing a circle independently Dough disco Modelled draw Gross motor tasks Fine motor tasks	Early Writing & Mark Making Taught sessions • Squares – tracing over given lines, tracing corners over given lines, tracing a square over given lines, drawing a square independently • Dough disco • Modelled draw • Gross motor tasks • Fine motor tasks	Early Writing & Mark Making Taught sessions Diagonal lines – drawing between given lines, tracing over given lines, drawing next to given lines, drawing diagonal lines independently Crosses – drawing between given lines, tracing over given lines, drawing next to given lines, drawing diagonal lines that cross independently Dough disco Modelled draw Gross motor tasks Fine motor tasks	Early Writing & Mark Making Taught sessions Triangles – recap diagonal lines including corners, tracing a triangle over given lines, drawing around a triangle, drawing a triangle independently Dough disco Modelled draw Gross motor tasks Fine motor tasks
	 Continuous Provision Enjoy drawing freely indoor and outdoor Guided line drawing / pencil control sheets Scribble Club Modelled write Name writing cards in CP for labelling own creations 	Continuous Provision Opportunities to master vertical and horizontal lines Enjoy drawing freely indoor and outdoor Guided line drawing / pencil control sheets Scribble Club Modelled write Name writing cards in CP for labelling own creations	Continuous Provision Opportunities to master vertical, horizontal lines and crosses made from these Give meaning to marks on drawings made indoor and outdoor Scribble Club Modelled write Name writing cards in CP for labelling own creations	 Continuous Provision Opportunities to master circles Make marks on drawings to stand for their name Scribble Club Daily name writing Modelled write Name writing cards in CP for labelling own creations 	Continuous Provision Opportunities to master squares Write some or all of their name Write some letters accurately Scribble Club Daily name writing Modelled write Name writing cards in CP for labelling own creations	 Continuous Provision Opportunities to master diagonal lines and crosses made from these Write some or all of their name Write some letters accurately Scribble Club Modelled write Name writing cards in CP for labelling own creations
	Vocabulary ● Enjoy songs and rhymes	Vocabulary	Vocabulary	Vocabulary	Vocabulary	Vocabulary

	Phase 1 Aspects – see Phonics MTP Daily oral blending Activities Following lines to make ocean creature shapes Designing underwater creatures Wiggly lines& circles pencil control Signifying stories Environmental marks in all areas Recognising name/using to label (first letter) s for sharing for home reading/quality texts in re	Wandle sequence Name writing in Mother's Day cards Reading a map with symbols – Easter egg hunt Labels based on phonic knowledge/pencil control ading area/texts in all areas of provision,			about stories, learning new vocabulary Phonics Phase 1 Aspects – see Phonics MTP Daily oral blending Little Wandle Phase 2 Count or clap syllables in a word Recognise words with the same initial sound, such as money and mother Activities Letter writing – follow Little Wandle sequence Labelling fruit in The Very Hungry Caterpillar key words from text life cycle of a butterfly Map making – Minibeast hunt
area/mark making/shape fo Baseline – first 3 weeks	ormation prompts/letter formation prompts /Pha	nse 1 Phonics Aspects 1-7/Daily oral blend	ding/Phase 2 Little Wandle when appro	Priate Numeral 5	Numerals 1-5
	Understand 2 is the number after 1	Understand 3 is the number after 2	Understand the concept of 4	Understand the concept of 5.	Recap and application of numerals
Numeral 1	(1 more than)	(1 more than)	See when there are 4 items	See when there are 5 items	1-5
Understanding what 'one' n		Understand what 3 means	(subitise)	(subitise).	Planning to be designed around the
Select one object from a larg	ger Select 2 from a larger group	Select 3 from a larger group	Count 4 objects	Count 5 objects accurately.	needs of the cohort
group.	To chant to 2	To chant to 3	See that 4 can represent actions as	See that 5 can represent actions as	
Recognise the numeral 1	To recognise numeral 2	To recognise numeral 3	well as physical objects	well as physical objects.	Positional Language
Represent 1 in different way	·	To represent 3 in different ways	Recognise more and fewer than 4.	Recognise more and fewer than 5	To respond correctly to the
Subitise 1	To subitise 2	To subitise 3	To chant to 4	To chant to 5	positional language – in, on, under,
Make comparisons between		Count 3 objects accurately	To compare amounts by applying a	To compare amounts by applying a	in front, behind, next to.
more than 1. To place one object on a 5 f	fewer/more To know when one more or less is	To know that 2 is one less than 3. Know the amount doesn't change if	matching strategy. To match quantity to amount up to	matching strategy. To match quantity to amount up to	To begin to use some positional language.
To place one object on a 5 ii	rame. I TO know when one more or less is	I Know the amount goesh I change it		1 TO Match quantity to amount up to	i language.
		1	A	5 ' ' '	iangaage.
Maths 2D shape	needed to make the desired total.	don't add or take anything away.	4.	5.	
Maths 2D shape Circle – naming a circle whe	needed to make the desired total. Count 2 objects accurately.	1	4. Understand fingers represent	5. Understand fingers represent	2D shape
Circle – naming a circle whe	needed to make the desired total. Count 2 objects accurately.	don't add or take anything away. To place 3 objects on a 5 frame	4. Understand fingers represent objects in a rhyme.	5. Understand fingers represent objects in a rhyme.	2D shape Recap 2D shape, teaching to be
Circle – naming a circle whe shown.	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame	don't add or take anything away. To place 3 objects on a 5 frame 2D shape	4. Understand fingers represent objects in a rhyme. Understand that taking one away is	5. Understand fingers represent objects in a rhyme. Understand that taking one away is	2D shape
Circle – naming a circle whe	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame	don't add or take anything away. To place 3 objects on a 5 frame	4. Understand fingers represent objects in a rhyme.	5. Understand fingers represent objects in a rhyme.	2D shape Recap 2D shape, teaching to be
Circle – naming a circle whe shown. Use a circle appropriately for	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less.	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less.	2D shape Recap 2D shape, teaching to be based on the needs of the cohort.
Circle – naming a circle whe shown. Use a circle appropriately for pictures/models.	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when shown.	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer.	2D shape Recap 2D shape, teaching to be based on the needs of the cohort. Weight
Circle – naming a circle whe shown. Use a circle appropriately for pictures/models. To select a circle from a gro	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for instance colour	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when shown. Use a Triangle appropriately for	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more	2D shape Recap 2D shape, teaching to be based on the needs of the cohort. Weight To compare 2 items for weight
Circle – naming a circle whe shown. Use a circle appropriately for pictures/models. To select a circle from a groshapes.	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for instance colour To replicate an ABAB pattern.	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when shown. Use a Triangle appropriately for pictures/models. To select a Triangle from a group of shapes.	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To notice similarities and differences.	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To understand how to make a given number by adding or taking away 1	2D shape Recap 2D shape, teaching to be based on the needs of the cohort. Weight To compare 2 items for weight saying which one is heavy and which
Circle — naming a circle whe shown. Use a circle appropriately for pictures/models. To select a circle from a growshapes. Begin to be aware that a circle.	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for instance colour Pattern To replicate an ABAB pattern. Be able to talk about an ABAB	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when shown. Use a Triangle appropriately for pictures/models. To select a Triangle from a group of shapes. Begin to be aware that a Triangle	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To notice similarities and differences. To understand how to make a given	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To understand how to make a given number by adding or taking away 1 object.	2D shape Recap 2D shape, teaching to be based on the needs of the cohort. Weight To compare 2 items for weight saying which one is heavy and which
Circle – naming a circle whe shown. Use a circle appropriately for pictures/models. To select a circle from a growshapes. Begin to be aware that a circle no corner and one side.	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for instance colour Pattern To replicate an ABAB pattern. Be able to talk about an ABAB pattern.	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when shown. Use a Triangle appropriately for pictures/models. To select a Triangle from a group of shapes.	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To notice similarities and differences. To understand how to make a given number by adding or taking away 1	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To understand how to make a given number by adding or taking away 1 object. To know that a given number can be	2D shape Recap 2D shape, teaching to be based on the needs of the cohort. Weight To compare 2 items for weight saying which one is heavy and which
Circle – naming a circle whe shown. Use a circle appropriately for pictures/models. To select a circle from a growshapes. Begin to be aware that a circle no corner and one side.	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for instance colour Pattern To replicate an ABAB pattern. Be able to talk about an ABAB pattern. To finish an ABAB pattern.	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when shown. Use a Triangle appropriately for pictures/models. To select a Triangle from a group of shapes. Begin to be aware that a Triangle has 3 corners and 3 sides.	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To notice similarities and differences. To understand how to make a given number by adding or taking away 1 object.	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To understand how to make a given number by adding or taking away 1 object. To know that a given number can be made by adding different amounts	2D shape Recap 2D shape, teaching to be based on the needs of the cohort. Weight To compare 2 items for weight saying which one is heavy and which
Circle – naming a circle whe shown. Use a circle appropriately for pictures/models. To select a circle from a growshapes. Begin to be aware that a circle no corner and one side.	needed to make the desired total. Count 2 objects accurately. To place 2 objects on a 5 frame Sorting To sort into one of 2 groups – for instance colour Pattern To replicate an ABAB pattern. Be able to talk about an ABAB pattern.	don't add or take anything away. To place 3 objects on a 5 frame 2D shape Triangle – naming a triangle when shown. Use a Triangle appropriately for pictures/models. To select a Triangle from a group of shapes. Begin to be aware that a Triangle	4. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To notice similarities and differences. To understand how to make a given number by adding or taking away 1	5. Understand fingers represent objects in a rhyme. Understand that taking one away is the same as making one less. To compare amounts, knowing which is the same, which is more and which is fewer. To understand how to make a given number by adding or taking away 1 object. To know that a given number can be	2D shape Recap 2D shape, teaching to be based on the needs of the cohort. Weight To compare 2 items for weight saying which one is heavy and which

Repeat words and phrases

Sings songs and say rhymes

Extended conversations

Join in with songs and rhymes,
 Say some of the words in songs

		up to five, use of Numberblocks episodo nting beyond 10 lining up/carpet time h	To sort by a given criteria – triangle or circle? Length/height To order 3 things by height/length. es (5 mins) and corresponding NCTEM P	then recombined to make the whole. To know that a given number can be made by adding different amounts together. To place 4 objects on a 5 frame 2D shape Name a square and an oblong Know what a corner is on a 2D shape Know what a side is on a 2D shape. To select an oblong and a square from a selection of shapes. To use shapes appropriately. Sorting To sort shapes according to whether they have corners or not. To notice similarities and difference between objects.	To represent numbers 0-5 on a 5 frame. Measures Days of the week. Sequencing pictures and events Spotting mistakes in sequencing of pictures/events. Capacity To identify and say when a container is full and empty. To fill a container so that it is full. To empty a container so that it is empty. To order 3 containers for capacity. To know which container has more/less.	20 or beyond), daily Nursery rhyme
CL	Enjoy listening to simple stories Develop vocabulary – descriptive language Start to say how they are feeling using words as well as actions Vocabulary Home, houses, Hull, England, countries, world, different, same, family, Old, young, big, small, mum, dad, brother, sister, grandma/nan, grandad	Listening to simple stories and understand what is happening with the help of pictures Start to develop conversation Develop vocabulary – words for time e.g. now, later Vocabulary Same, different, ocean, creature, scales, fins, seaside, beach, deep, celebrations, Diwali, Christmas	Enjoy listening to longer stories Develop vocabulary – function of an object e.g. knows a sponge is for washing Develop pretend play 'putting baby to sleep' or 'driving a car to the shops' Vocabulary Bears, numbers 1, 2 & 3, big, biggest, smallest, world, countries, map, climate	Enjoy listening to longer stories and remember much of what happens Understand simple questions about 'who', 'what' and 'where' Use a wider range of vocabulary Vocabulary Plants, grow, bean, water, soil, sun, tall, big, enormous, healthy	Sing a large repertoire of songs Understand 'why' questions Using sentences of four to five words Use talk to organise play e.g. "Let's go on a bus, you sit there" Use past tense Vocabulary Animals & animal names, world, countries, zoo, fierce, heavy, jumpy, map, features	Know many rhymes, be able to talk about familiar books and be able to tell a long story Start a conversation with an adult or friend and continue it for many turns Use 'because' or 'and' in sentences Use future tense Answer simple 'why' questions Vocabulary Life cycle, caterpillar, butterfly, change, grow, care
	Jigsaw – Being me in my world	Jigsaw – Celebrating difference	Jigsaw – Dreams and Goals	Jigsaw – Healthy me	Jigsaw – Relationships/Families	Jigsaw – Changing Me
PSED	Manage transition from parents/carers to Nursery staff Play with increasing confidence on their own or with other children Express a range of emotions	Develop friendships with peers Notice and ask questions about differences, such as skin colour, types of hair, gender, SEN etc. Be increasingly able to talk about and mange emotions	Begin to show effortful control — waiting for a turn and resisting to urge to grab what they want Play with one or more children, extending and elaborating play ideas Select and use activities to achieve a goal	Develop their sense of responsibility and membership of a community Do not always need an adult to remind them of a rule	Help to find solutions to conflicts and rivalries Develop appropriate ways of being assertive	Talk with others to solve conflicts Begin to understand how others might be feeling Talk about their feelings using words like 'happy', 'sad', 'angry', or 'worried'.

		Increasingly follow rules, understanding why they are important				
		ins at the start of each session and thro I Summer: Focus on making relationship		t/getting to know the routines and expe	ectations	
PD	Gross motor PE: Multi Skills - kicking (Mr Knaggs) Enjoy starting to kick, throw and catch balls Build with a range of appropriate resources Fine motor Explore and use different writing and mark making resources including pencils, crayons, felt tips, paint pens Personal Show a desire to be independent in feeding, dressing or undressing. Start to eat independently and learn how to use a knife and fork. Throughout the year: toilet training i	Gross motor PE: Gymnastics - apparatus (Mr Knaggs) Develop manipulation and control Climb up apparatus using alternate feet Clap and stamp to music Fine motor Explore different materials and tools in the sand area e.g. brushes, shells Personal Practise putting on and taking off own coat and shoes	PE: Multi Skills – throwing and catching (Mr Knaggs) Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills Fine motor Show preference for a dominant hand Personal Use large and small motor skills to do things independently e.g. manage buttons and zips	Gross motor PE: Gymnastics – jumping jacks (Mr Knaggs) Skip, hop, stand on one leg and hold a pose for games like musical statues Fine motor Develop use of one-handed equipment e.g. scissors to make snips in paper Personal Make healthy choices about food, drink, activity and toothbrushing Become increasingly independent in meeting own care needs e.g. using the toilet, washing and drying hands thoroughly	Gross motor PE: Athletics – running and races (Mr Knaggs) Use and remember sequences and patterns of movements related to rhythm and music Collaborate with others to manage large items such as large blocks and planks Fine motor Use a comfortable grip when holding pens and pencils Personal Developing the ability to put on and take off their own coat with some adult support	Gross motor PE: Multi Skills – throwing and catching (Mr Knaggs) Fine motor Threading activity 'The Very Hungry Caterpillar' shoelaces Personal Become increasingly independent in meeting own care needs e.g. when dressing and undressing
EAD	Portraits using natural objects collected from outdoors. Look at basic features of a face and object placement. Drawing basic figures with features. Thick and thin brushes, pens and pencils. Can use junk modelling to make different types of homes. Joining. Music Learn basic nursery rhymes	DT Use glue sticks and other joining materials with support to design and create a collage of a sea creature and underwater scene Music Build on nursery rhymes and learn songs with actions/ Commotion in the ocean music beats Performance Learn and perform simple Christmas songs with actions	Art Observe picture of bears. Used premade paints to paint a bear mask. Children to add features using craft/collage materials Music Talk about how music makes them feel – listen to a range of genres. Performance Learn and perform song and actions to 'When Goldilocks went to the house of the Bears'	DT Begin to develop skills to enhance their creations e.g. snipping, folding when making a beanstalk Music Explore instruments and begin name them (drum, tambourine, maraca, triangle). Explore making loud and quiet sounds – e.g. Giant stomping would be a loud sound and Jack tip toeing away would be quiet. Performance Participates in small world play related to 'Jack and the Beanstalk'. Use instruments as an accompaniment to the story Jack and the Beanstalk e.g. loud beats on the drum when the giant is coming!	Art Explores clay/makes marks in clay to recreate animal tracks Print with small blocks, small sponges, fruit, shapes and other resources to recreate animal tracks Music Practise playing a given instrument to a simple beat to animal movements Performance Uses own experiences to develop storylines in imaginative play – role play or small world	Children work independently to develop basic skills including use of scissors, hole punching and joining to create a moving minibeast. Music Talks about how music makes them feel Performance Watches dances and performances Shares likes and dislikes about the dances/performances
UTW	RESpecial People- What makes people special?	REChristmas- What is Christmas?	RECelebrations - How do people celebrate?	RE • Easter - What is Easter?	REStory Time - What can we learn from stories?	RESpecial Places - What makes places special?

	Knows that there are	Science				
	differences between what	Knows that some animals live in	Science	Science	Science	Science
	people believe	water and some on land. Able to	Explores and talks about forces	Plant bean in clear cup, chn to	Understands the difference	Observe the life cycle of a
	Developing positive attitudes	sort animals by basic features (fins,	(push and pulls) through Goldilocks	observe what happens. Children say	between plants and animals.	caterpillar/butterfly through a real
	about differences between	legs, fur, scales etc).	and the Three Bears story – baby	what plants need to survive and	Children to compare the differences	butterfly garden net. Release into
	people		bears chair breaking. Baic materials	grow. Children to care for their	and similarities. Sort and classify	nature when ready. Other basic
		Geography	to make chairs. This one is wood.	bean plant.	plant and animal.	growth cycles.
	Science	Knows that there are different	This one is plastic.			
	Can identify what you need to wear	places to live (city, coast,	·	History	Geography	Geography
	for each season and why – pack a	countryside) and can spot basic	Geography	Order a plant in stages of growth	Follow/use a map for an outdoor	Collect data (pictogram) on how
	suitcase for the weather. Use	features of each.	Explore map of the world and where	Developing historical skills –	animal hunt linked to Dear Zoo.	many minibeasts they find
	weather wheel spinner. Summer		in the world bears live. Knows the	chronology	Create a class map of a zoo and	
	and winter.	Knows some basic facts about the	world is a big place. Map goldilocks		place animals. Large map in area of	History
	Chn collect natural objects relating	ocean.	journey through the house.		class to add physical animals.	Discuss the changes in the life cycle
	to Autumn and describe what they					of a butterfly. Order by time.
	see. Knows some healthy and		Comparison of different climates		Observe a world map and discuss	
	unhealthy foods.		where bears live. A cold and hot		where animals live. Compare	
			country. What differences can we		climates.	
	History		see?			
	Family photos sorted by old and				History	
	young. Organised by age.		History		Baby animals grow into adults –	
			To be able to ask questions about		eggs grow into adult birds; puppies	
	Geography		bears		grow into adult dogs.	
	Knows that there are different types of homes and is able to see the					
	similarities and differences					
	similarities and differences					
	Talk about what they see in their					
	own environment (school/home)					
	using a wide vocabulary. Garden,					
	field, road, path. Basic labelling of					
	features.					
	Visitors from people's family	Visiting The Deep	Theatre workshops/production	Theatre workshops/production	Pet respect – puppy/dog to visit	Sam's Safari visitor
	,	- ·	team to re-enact Goldilocks or Jack	team to re-enact Goldilocks or Jack		
Tring visits and evacuioness			and the Beanstalk e.g. Play in a Day,	and the Beanstalk e.g. Play in a Day,	Jubilee celebration – tea party	Caterpillar to butterfly release
Trips, visits and experiences			Hull Children's Uni	Hull Children's Uni		
					Hot seating a 'zoo keeper'	Minibeast hunt
			Chinese New Year			
Key dates	Halloween	Diwali	Chinese New Year	Easter	Queen's Platinum Jubilee	
ney dates	Bonfire night	Christmas	Mother's Day		Father's Day	