Guiding P	Nursery - Harriers Banbury Academy Whole School Curriculum Overview: 2023-24 Autumn 1 Autumn 2 Spring 1 Spring 2 Summer 1 Summer 2 Self Worth Engagement Purpose						
Conditions of learning	Self Worth Belonging Fun & excitement Heroes		Engagement Spirit of adventure Curiosity & creativity		Leadership & responsibility Confidence to take action		
ture skills	Teamwork (Think, pair, share)	Respect (Engaged learning)	Independence (Responsible for own learning) As Scientists, can you help an astronaut get home from	Resilience	Communication If you were an explorer how would you survive without	Self-motivation (Improving work)	
Driving question	What do I see on my way to school? To be able to share a map and talk through the way to school naming	How can you show me which is the greatest dinosaur? To create a model and be able to speak about the	space?	How can you identify a Hero? What "makes" you a hero? The children will work to set their own goal and review	buying food from a shop? With support, students use scaffolded strategies to	Where in our world is the best place for animals to live?	
Assignment loyability focus: Gatsby	features.	process	To create a discussion about how to get home	what they have achieved	meet the demands of a task	To present ideas about habitats	
ting curriculum learning reers)		Postman	Librarian Collaboration Work individually towards given group	Firefighter	Retail worker	Vet	
per Learning	Students understand that people have different strengths.	With support, students use scaffolded strategies to meet the demands of a task	goals and follow given incremental small steps to acheive them	Students are receptive to being given personal learning goals for individual learning tasks	The children will work collaboratively to create a meal and be able to tell you where all of the food came from	Evidence of completing a collaborative task	
iral Capital	Local walk to Easington park	Trip to the post office	Libary trip	Visitor- firefighter	Peoples park	Zoo lab	
	To entertain (describe): To make a list	To inform: descriptive dinosaur facts	To entertain: Poem about space	To entertain: *instructions in science POR: What the	To inform: worm fact file	To persuade: Come to the zoo!.	
ng Text Type	POR- Owl babies	POR: Oh no George	POR: Astro Girl	ladybird heard knowledge in their early writing. For example: writing a	POR Yucky Worms	POR: Handa's Supprise	
			Understand the five key concepts about print: - print has meaning - print can have different purposes - we	pretend shopping list that starts at the top of the page; writing 'm' for mummy.	Directly teach them to use some of their print and letter knowledge in their early writing. For example: writing a		
		During intervention: Notice some print, such as the first letter of their name, a bus or door number, or a familiar	read English text from left to right and from top to bottom - the names of the different parts of a book	Write some or all of their name.	pretend shopping list that starts at the top of the page; writing 'm' for mummy.		
		logo. Add some marks to their drawings, which they give	Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same	Write some letters accurately.(see PD document too) Help children tune into the different sounds in English	Write some or all of their name. Deliberately miss out a word in a rhyme, so the children		
	Schedule story time and encourage: Repeat words and phrases from familiar stories.	meaning to. For example: "That says mummy." Do large-scale sensory play, such as making marks with fingers in wet sand or in a tray of flour - using sticks	initial sound, such as money and mother Write some or all of their name.	by making changes to rhymes and songs, like: - changing a word so that there is still a rhyme: "Twinkle, twinkle yellow car" - making rhymes personal to	have to fill it in: "Run, run, as fast as you can, you can't catch me I'm the gingerbread —." Use magnet letters to spell a word ending like 'at'. Encourage children to put	Write some letters accurately.(see PD document too)	
racy	Ask questions about the book. Make comments and shares their own ideas.	and leaves to make marks during Forest school sessions	Write some letters accurately.	children: "Hey diddle diddle, the cat and fiddle, the cow jumped over Haroon."	other letters in front to create rhyming words like 'hat' and 'cat'.	Blend sounds into words (robot arm some words as you talk) Can you go to the d-oor?	
				Solve real world mathematical problems with numbers up to 5.	Describe a familiar route using vocab.	example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'.	
		Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').		Encourage children in their own ways of recording (for example) how many balls they managed to throw through the hoop. Provide numerals nearby for reference. Suggestions: wooden numerals in a basket or a number track on the fence.	Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc. Extend and create ABAB patterns – stick, leaf, stick, leaf. Notice and correct an error in a repeating pattern. Begin to describe a sequence of events, real or fictional, using words such as 'first',	Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc. Extend and create ABAB patterns – stick, leaf, stick, leaf. Notice and correct an error in a repeating pattern. Begin to describe a sequence of	
	Take part in finger rhymes with numbers. React to changes of amount	Recite numbers past 5, Regularly say the counting sequence, in a variety of playful contexts, inside and outdoors, forwards and backwards, sometimes going to	Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Know that the last number reached when counting a	support children to solve problems using fingers, objects and marks: "There are four of you, but there aren't enough chairs"	"then' Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').	events, real or fictional, using words such as 'first', 'then' Develop fast recognition of up to 3 objects, without	
	in a group of up to three items. Sing finger rhymes which involve hiding and returning, like 'Two little dicky birds'.	high numbers. For example: hide and seek, rocket- launch countdowns	small set of objects tells you how many there are in total ('cardinal principle').	Compare quantities using language: 'more than', 'fewer than'.	Know that the last number reached when counting a small set of objects tells you how many there are in	having to count them individually ('subitising'). Know that the last number reached when counting a small set of objects tells you how many there are in	
	Compare amounts, saying 'lots', 'more' or 'same'. Compare sizes, weights etc. using gesture and language -	Say one number for each item in order: 1,2,3,4,5. Talk about and explore 2D and 3D shapes (for	Show 'finger numbers' up to 5. Link numerals and amounts: for example, showing the	Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides',	total ('cardinal principle'). Show 'finger numbers' up to 5.	total ('cardinal principle'). Show 'finger numbers' up to 5.	
hs	'bigger/little/smaller', 'high/low', 'tall', 'heavy'	example, circles, rectangles, triangles and cuboids)	right number of objects to match the numeral, up to 5.	'corners'; 'straight', 'flat', 'round'.		Link numerals and amounts: for example, showing the	
			conflicts. Notice children who are not taking part in pretend play, and help them to join in.				
	Explore paint, using fingers and other parts of their bodies as well as		Explore different materials freely, in order to develop their ideas about how to use them and what to make.	Draw with increasing complexity and detail, such as			
	brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make	Explore different materials, using all their senses to investigate them. Manipulate and play with different	Develop their own ideas and then decide which materials to use to express them.	representing a face with a circle and including details.	Explore colour and colour mixing.		
	Help children to develop their pretend play by modelling, sensitively joining in and helping them to elaborate it. Suggestion: help to develop	materials. Encourage young children to explore materials/	Join different materials and explore different textures.	ose drawing to represent ideas like movement or ioud noises.	Show different emotions in their drawings – happiness, sadness, fear etc.		
) - ART; MUSIC, D&T	a child's home corner play of feeding a 'baby', by suggesting a nappy- change and then a song as you settle the 'baby' to sleep.	resources finding out what they are/what they can do, and decide how they want to use them.	Create their own songs, or improvise a song around one they know	Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.	Remember and sing entire songs. Sing the pitch of a tone sung by another person ('pitch match').	Play instruments with increasing control to express their feelings and ideas.	
	Begin to show 'effortful control'. For example, waiting for a turn and resisting the strong impulse to grab what they want or push their way to the front. Be increasingly able to talk about and manage their emotions.		Colort and use only it is and second second with bole where				
	Notice and ask questions about differences, such as skin colour, types of hair, gender, special needs and disabilities, and so on. Develop friendships with other children.	Safely explore emotions beyond their normal range through play and stories. Talk about their feelings in more elaborated ways: "I'm sad because" or "I love it when"	Select and use activities and resources, with help wher needed. This helps them to achieve a goal they have chosen, or one which is suggested to them. Show more confidence in new social situations.	Through guided intervention: Find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the	Increasingly follow rules, understanding why they are important. Remember rules without needing an adult to remind them. Do lots of carpet quizzes about rules and	Talk about their feelings using words like 'happy', 'sad 'angry' or 'worried'. Understand gradually how others might be feeling.	
D				game, and suggesting other ideas.	how to follow them	minute, I need to get into a good position for listening,	
	Multi-syllabic words such as 'banana' and 'computer' Set up interventions to get them to understand simple questions about 'who', 'what' and 'where' (but generally not 'why'). Enjoys listening to longer stories and seeing what happens (plan in longer texts) Understands 2 part instructions (build into lessons and daily routine). Sing a large repertoire of songs. Develop longer sentences of 4-6 words (build in talk frames to C&L plan)	Sing a large repertoire of songs Know many rhymes (phonics) Use "Singing Phonics" to develop a set of lessons Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door". Develop longer sentences of 4-6 words (build in talk frames to C&L plan)	Sing a large repertoire of songs Know many rhymes (phonics) Use "Singing Phonics" to develop a set of lessons Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door". Develop longer sentences of 4-6 words (build in talk frames to C&L plan)	Develop their pronunciation but may have problems saying: - some sounds: r, j, th, ch, and sh - multi- syllabic words such as 'pterodactyl', 'planetarium' or 'hippopotamus' Create talk frames about a picture or object that Uses longer sentences of four to six words	Promote and model active listening skills: "Wait a minute, I need to get into a good position for listening, I can't see you. Let's be quiet so I can concentrate on what you're saying." Signal when you want children to listen: "Listen carefully now for how many animals are on the broom." Link listening with learning: "I could tell you were going to say the right answer, you were	can't see you. Let's be quiet so I can concentrate on what you're saying." Signal when you want children to listen: "Listen carefully now for how many animals are on the broom." Link listening with learning: "I could tell you were going to say the right answer, you were listening so carefully." Develop social phrases. Model talk routines through th day. For example, arriving in school: "Good morning,	
		frames to C&L plan)	frames to C&L plan)	longer sentences of four to six words.	you were going to say the right answer, you were listening so carefully."	how are you?"	

				Use large and small motor skills to do things independently, for example manage buttons and zips, and pour drinks. Go up steps and stairs, or climb up	independently, for example manage buttons and zips, and pour drinks. Start taking part in some group activities which they make up for themselves, or in teams. Increasingly be able to use and remember sequences and patterns of movements which are related to music	independently, for example manage buttons and zips, and pour drinks. Be increasingly independent in meeting their own care needs, e.g. brushing teeth, using the toilet, washing and drying their hands thoroughly. Use one-handed tools and equipment, for example.
				apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game	and rhythm.	making snips in paper with scissors. Use a comfortable grip with good control when holding
				like musical statues.	Use one-handed tools and equipment, for example,	pens and pencils.
	Pass things from one hand to the other. Let go of things and hand them to another person, or drop them			Use large-muscle movements to wave flags and streamers, paint and make marks.	making snips in paper with scissors. Use a comfortable grip with good control when holding	Start eating independently and learning how to use a knife and fork.
	Clap and stamp to music			Letter formation: Week 1 – curly caterpillar	pens and pencils. Start eating independently and learning how to use a knife and fork.	Make healthy choices about food, drink, activity and toothbrushing.
	Fit themselves into spaces, like tunnels, dens and large boxes, and		Use large and small motor skills to do things	Week 2 – curly caterpillar	kille and lork.	toothbrushing.
	move around in them.	Develop manipulation and control. – playdough,	independently, for example manage buttons and zips,	Week 3 – robot letters	Letter formation:	Letter formation:
		threading, beads.	and pour drinks.	Week 4 – ladder letters	Week 1 – curly caterpillar	Week 1 – curly caterpillar
	Enjoy starting to kick, throw and catch balls.	Explore different materials and tools. Painting,	Show an increasing desire to be independent, such as	Week 5 – ladder letters Week 6 – monster letters	Week 2 – curly caterplillar Week 3 – robot letters	Week 2 – curly caterplillar Week 3 – robot letters
	Build independently with a range of appropriate resources.	washing, scrubbing.	wanting to feed themselves and dress or undress.	week 6 – monster letters	Week 4 – ladder letters	Week 4 – ladder letters
PD - Art; D&T,	build independently with a range of appropriate resources.	wasning, scrubbing.	waiting to recumentatives and dress of undress.		Week 5 – ladder letters	Week 5 – ladder letters
	Explore natural materials, indoors and outside. Make connections between the features of their family and other	Encourage toddlers and young children to enjoy and explore the natural world. Suggestions: - standing in the rain with wellies and umbrellas - walking through tall grass - splashing in puddles - seeing the spring	Use all their senses in hands on exploration of natural materials.	Provide children with opportunities to change materials from one state to another. Suggestions: - cooking – combining different ingredients, and then cooling or heating (cooking) them - melting – leave ice cubes out		Plant seeds and care for growing plants. Understand the key features of the life cycle of a plant and an animal.
	families	daffodils and cherry blossom - looking for worms and		in the sun, see what happens when you shake salt onto		
utw	Encourage toddlers and young children to enjoy and explore the	minibeasts	Explore collections of materials with similar and/or different properties.	them	Plant seeds and care for growing plants. Understand the key features of the life cycle of a plant and an	Begin to understand the need to respect and care for the natural environment and all living things.
	natural world. Suggestions: - standing in the rain with wellies and	Make connections between the features of their family		Encourage children to talk about the differences they	animal.	
	umbrellas - walking through tall grass - splashing in puddles - seeing	and other families	Talk about what they see, using a wide vocabulary.	notice between people, whilst also drawing their		Know that there are different countries in the world and
	the spring daffodils and cherry blossom - looking for worms and minibeasts.	Notice differences between people.	Show interest in different occupations	attention to similarities between different families and communities.	Begin to understand the need to respect and care for the natural environment and all living things.	talk about the differences they have experienced or seen in photos.
PE	PE: PE Fundamentals unit 1	PE: Balls skills unit 1	PE Dance Unit 1	PE: Fundamentals Unit 1	PE: Games unit 1	PE: Gymnastics unit 1
	Making Helationships To be able to initiate and hold conversations by asking questions and responding	Self-confidence and Self-awareness To know how to express needs, wants, interests and opinions	To understand turn taking within a circle time to be able to	Managing Feelings and Behaviour		
	to peers and adults.	through communication. For example, asking for help, talking	express ideas.	Becomes upset or tries to comfort another child when they	Managing feelings and behaviours: To understand how to	Managing feelings and behaviours To be able to work as a team
	To understand right and wrong behaviour and being able to listen to others.	about things they like, explaining why they like something.	To be aware of activities and resources available and access	realise they have upset them.	negotiate problems with sharing e.g. when someone has taken	with the class to achieve class rewards through following the
	To be able to share, listen to ideas and communicate with peers for example	To know what they are good at doing and understand positive behaviours.	these independently e.g. making a 3D shape model in the Art	To know the class rules and expectations of behaviour and be able to follow these e.g. "I can see you are in the yellow zone	their toy communicating how they could both use the toy fairly. To use the zones of regulation to explain feelings and discuss	rules and making the right choices. To be able to behave appropriately in different situations e.g.
	working together to construct something. To be aware of different feelings (happy, sad, upset, angry, worried) and how	To be confident in their learning environment to explore all	To understand own capabilities and be confident to try activities	what do you think you should do to help yourself?" "Spend time	consequences of feelings.	P.E. lessons in the hall and assembly.
	these can be displayed. Use this knowledge to recognise how others may be	activities and use communication to express what they have	sometimes without an adult when help isn't needed.	in the thinking zone to calm down."		· · · · · · · · · · · · · · · · · · ·
SHE	feeling and how to interact appropriately.	enjoyed.				