Reception Yearly Overview Curriculum Progression



SUBJECT	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Торіс	Super Me & Room on the Broom	Night & Celebrations	Journeys	Gingerbread Man, People Who Help us & New life	Kenya/Growth	Superheroes & Changes
Cultural Events TRIP/ special event		Christmas	New Year Chinese New Year Burns Night Whole school China day Valentine's day Explorers Day	Pancake day Holi Mother's Day Whole school Poland day Easter Sunday Visit to the local fire station. Invite police/ nurse / Dentist	St Georges Day Ramadan Whole school Eid day Eid Ambition Day Visit from road safety team Jubilee Day	Father's Day School trip to Conkers Dress as a super-hero day Sports Day
Hook	Dragon footprints in the classroom. Note from the cat	Discover a nest and a lonely owl. Note simply saying 'I've lost my Mum' Help!	 5.Mr Gumpy's Outing Find an oar and characters from the story. 6.Billy Goats Gruff Troll footprints under the table and through classroom. Goats letter asking for help to cross bridge. 	7.The Gingerbread Man Video of the gingerbread escape.	9.Handas Surprise Africa hut in role play area and exotic fruits.	11.Supertato Peas have escaped from the freezer. Find them around school. Photos of crime scenes where peas have taken over the office etc.
MTP will follow	Continuous provision targets children's interests. Mouse club activities		Themed day/week The Great Race, The story of the Chinese Zodiac Find animals in role play area trying to have a race. Focus: captions Caption about year of the (Captions)	 8. Real Superheroes Read the story and discover a problem we need help with. Who can help us? Different person each week. Fireman/Doctor/ Nurse/Police/ Make a diagram about each person. Focus: Diagrams Fact books 	10. Hullabaloo at the Zoo Animals have escaped from the zoo in a hullabaloo. Where could they be? Where would they like to live? Posters Focus: Names Habitats, animals Farm trip recount	 12.Whatever Next Role play box – where could we go? Focus: Message Message to new teacher about me
Reading Spine/ Focus Authors	The Gruffalo	What the Ladybird Heard Goldilocks and the 3 Bears Termly Author Tom Fletcher	Rosies Walk Farmer Duck Termly Author Michael Rosen	Mrs Armitage Whatever Next Termly Author Oliver Jeffers	On the Way Home Six Dinner Sid Termly Author Vivian French Chapter Book The Day I fell into a Fairytale	Goodnight Moon SHHH! Termly Author Claire Freedman Chapter Book The Day I fell into a Fairytale

Literacy (Poetry)	Hello, Hello, how are you? If you're happy and you know it. Heads shoulders knees and toes Wind the bobbin up Humpty Dumpty Baa Baa Black Sheep Diwali (This little puffin p96) All by myself & I'm a miracle (Out of the Ark) Big red Combine (Time to fly) The Gruffalo (Treasury of songs p 22) Witch Witch (Fantastic First Poems P27)	(This little puffin p53) Dingle Dangle Scarecrow (This little puffin p58) Shuffle and Squelch (Treasury of songs p 88) What's your colour? (Treasury of songs p 72) Hear we go up to Bethlehem (This little puffin p76) Christmas Carols and Rhymes.	Wheels on the bus The Sea in the Trees (Book of brilliant poetry P28) Love a duck (Book of brilliant poetry P77) The Whale (Magical World of Milligan p146) Row, Row, Row your boat (This little puffin p55) Cats (Fantastic First Poems P6) The sound Collector (Book of brilliant poetry P73)	Today I saw a little worm (Book o brilliant poetry P21) Miss Polly had a Dolly (This little puffin p54) My name is (Fantastic first poems p19) Chick, Chick, Chick, Chicken (This little puffin p225) Cows in the kitchen (This little puffin p222) Easter (This little puffin p93) I am a fire fighter (People who help us Out of the Ark)	choose African animals. (Magical World of Milligan P8 - 61)	Nutter
Sounds Write	Starting week 3 or 4 Unit 1 – 3	Unit 4 - 6	Unit 7 – 8	Unit 9 - 11	Unit 11 and recap	Recap and review
Shared Reading progression	 Pobble 365 5 minute activities Shared story telling -predict events Ask and answer why Questions. Begin to introduce unit 1 books on visualiser towards the end of term. 	- Shared story telling	Sounds write initial code. Dandelion Launchers Unit 4 – 6 books	Sounds write initial code. Dandelion Launchers Unit 7-8 books	Sounds write initial code. Dandelion Launchers Unit 9-11 books	Sounds write initial code. Introduce longer texts. Recap and develop fluency.
Personal, Social and Emotional Development (PSHE)	Being me in my world Who am I and how do I fit?	Respect for similarity and different. Anti bulling and being unique.	Dreams and Goals Aspirations – how to achieve goals. Understanding the emotions that go with this.	Healthy Me Being and keeping safe and healthy.	Relationships Building positive healthy relationships.	Changing me Coping positively with change.
Understanding the World (Computing)		Springtime Junk Scarecrows		Barefoot Computing Summer fun journeys mputing toolkit. rol technology	Barefoot Computing Summer fun colour collections Sheffield ILS Cor A3 – Tinkeri	
Expressive Art and Design (Art and Design)	Focus Artist – Picasso Self-portrait drawing Collage		Focus Artist - Matisse Printing and Painting		Artist – TBC Sculpture – Clay tiles	

Expressive Art and Design (D&T)	Fruit salad face		Building cars - explore construction	Weaving		Junk Modelling Building Structures and design.
Expressive Arts and Design (Music)	Charanga ME			Charanga Our World		Charanga Reflect, Rewind and Replay
Understanding the World (Science)	All about me x 3 lessons	Celebrations x 6 lessons	Traditional I Tales x 3 lessons Colour x3 lessons	People who help us x 5 lessons	Animals x 3 lessons Under the Sea x 3 lessons	Materials x 4 lessons
Understanding the World (RE)	Special People What makes people special? Christianity and Judaism	Christmas What is Christmas? Christianity Concept incarnation	How do people celebrate Hinduism	What is Easter? Christianity	What can we learn from stories?	Special Places What makes places special? Christianity/Islam/ Judaism

PE Units	Lesson 1:	Lesson 1:	Lesson 1:	Lesson 1:	Lesson 1:	Lesson 1:
Real PE Scheme.	CORE PE UNIT 2	CORE PE – UNIT 1	CORE PE UNIT 3	CORE PE – Unit 4	CORE PE – Unit 5	CORE PE – Unit 6
	Themes: Journey to the Blue	Themes: Birthday Bike Surprise &	Themes: Tilly the Trains Big Day	Themes: Clowning Around &	Themes: Big Top Time & Magic	Themes: The Hairy Scary
	Planet & Monkey Business!	Pirate Pranks	& Thembi Walks the Tightrope	Wendy's Water Ski Challenge.	Bean	Woods & Little Kitties Time to
	Cog: Social	Cog: Personal	Cog: Cognitive	Cog: Creative	Cog: Applying Physical	Play.
	Skills:	Skills:	Skills:	Skills:	Skills:	Cog: Health & Fitness
	Jumping and Landing	Footwork	Dynamic Balance: On a line Static	Ball Skills	Sending and Receiving	Skills:
	Static Seated Balance	Static Balance One Leg	Balance: Stance	Counter balance with a partner.	Reaction/Response	Ball chasing & Static Balance
						Floor Work
	REAL Foundations	Lesson 2:	Lesson 2:	Lesson 2:	Lesson 2:	Lesson 2:
	Explore Real Foundations	REAL DANCE UNIT 1	Derby County Enrichment PE	Derby County Enrichment PE	REAL Gym Unit 1	REAL Gym Unit 2
	themes ADVENTURE based on	Cog: Personal	Focus: Fundamentals through	Focus: Fundamentals through	Themes: Puffing Along & Line	Themes: Puffing Along & Line
	children's interests. Pick a new	Skills:	exploratory play, Controlling	exploratory play, Controlling	out.	out.
	adventure each week or	Shapes Solo	movements/Exploring space	movements/ Exploring space	Cog: Applying Physical	Cog: Health & Fitness
	explore further based on	Artistry Shapes			Skills:	Skills:
	children's progress.	Artistry Musicality			Shape	Flight
	Each theme has a different	Circles Solo			Travel	Rotation
	skill.	Partnering Circles				
	Area's of Learning: PD, PSED &	Artistry (Making)				
	CL					

See REAL PE scheme for progression of skills and PE Curriculum map.

Communication and Language

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Development	Speaking	Speaking	Speaking		Speaking	Speaking	Speaking
Matters	Ask questions to find out	Ask questions to find out more	Articulate their ideas and		Describe events in some	Use new vocabulary in	Retell the story once they
	more and to check they	and to check they understand	thoughts in well-formed		detail.	different contexts.	have developed a deep
	understand what has been	what has been said to them.	sentences.		Speaking		familiarity with the text;
	said to them.	Speaking			Use talk to help work out	Listening and Attention	some as exact repetition and
		Develop social phrases	Speaking		problems and organise	Listen to and talk about	some in their own words.
	Connect one idea or action		Connect one idea or action	n to	thinking and activities	stories to build	
	to another using a range of	Listening and Attention	another using a range of		explain how things work	familiarity and	Listening and Attention
	connectives.	Engage in story times.	connectives.		and why they might	understanding.	Listen to and talk about
			Speaking		happen.		selected non-fiction to
	Use talk to help work out		Use talk to help work out		Speaking		develop a deep familiarity
	problems and organise		problems and organise thir	nking	Listen to and talk about		with new knowledge and
	thinking and activities		and activities explain how		selected non-fiction to		vocabulary.
	explain how things work and		things work and why they		develop a deep familiarity		
	why they might happen.		might happen.		with new knowledge and		
L					vocabulary.		
	Listening and Attention		Listening and Attention		Listening and Attention		
	Understand how to listen		Engage in non-fiction book		Engage in non-fiction		
	carefully and why listening				books		
	is important.						
	Listening and Attention						
	Engage in story times.						
	Learn new vocabulary.	Listen carefully to rhymes and	songs, paying attention to h	ow the	y sound. Use ne	w vocabulary in different co	ontexts
	Use new vocabulary through th	e day Learn rhyn	nes, poems, and songs.				
ELG's our	Listening, Attention a	and Understanding			Speakin	g	
children are working	Listen attentively and respond	to what they hear with relevant ques	tions, comments and actions	• Part	cicipate in small group, class ar	d one-to-one discussions, offer	ing their own ideas,
towards	when being readto and during v	whole class discussions and small gro	up interactions.	usin	g recentlyintroduced vocabula	ry.	
	Make comments about what the	ey have heard and askquestions to cla	rify their	• Offe	er explanations for why things i	might happen, makinguse of red	cently introduced vocabulary
	understanding.			from stories, non- fiction, rhymes and poems when appropriate.			
	Hold conversation when engage	ed in back-and-forthexchanges with th	neir teacher and	Express their ideas and feelings about their experiencesusing full sentences, including use of			
	peers.					d making use of conjunctions,	with modelling and support
				fron	n their teacher.		

		PSED	
Development Matters	Recognise when a peer is upset. See themselves as a valuable individual.	Show resilience and perseverance in the face of challenge.	Think about the perspectives of others. Manage their own needs.
Italics are additional to DM		Identify and moderate their own feelings socially and emotionally. Developing Values Be grateful for things we receive and understand how to show thanks and gratitude. Show respect for other people and celebrate how we are all different. Show compassion towards others and know ways to help others. Essential Knowledge Show an understanding of unhealthy and healthy foods and why we need to eat a balance of foods.	Developing lifestyle Understand the importance of healthy food choices, teeth brushing and physical activity. Life Skills Have knowledge on how to be a safe pedestrian.
	NB. These statements have be	en split for extra focus, but all will apply on an ongoing basis th	roughout the reception year.
ELG's our children are working towards	 Self-Regulation Show an understanding of their ownfeelings and those of others, and begin to regulate their behavior accordingly. Set and work towards simple goals, being able to wait for what they wantand control their immediate impulseswhen appropriate. Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions. 	 Managing Self Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, knowright from wrong and try to behave accordingly. Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understandingthe importance of healthy food choices. 	 Building Relationships Work and play cooperatively and taketurns with others. Form positive attachments to adultsand friendships with peers. Show sensitivity to their own and to others' needs.

			Physical Developm	ent		
Development Matters	dance, gymnastics, sport, ar			support their overall health and wellbeing: regular physical activity, healthy eating, toothbrushing, sensible amounts of 'screen time', having a good sleep routine, being a safe pedestrian.	Develop the foundations of a handwriting style which is fast, accurate and efficient. Further develop and refine a range of ball skills including throwing, catching, kicking, passing, batting, and aiming.	
	knives, forks, and spoon. Use their core muscle stren	skills so that they can use a range of good posture who good posture who goth, balance, co-ordination, and ag	en sitting at a table or sitting on		oencils for drawing and writ	ing, paintbrushes, scissors,
ELG's our children are working towards	Demonstrate strength, balance	safely, with considerationfor themselv and coordinationwhen playing. nning, jumping, dancing,hopping, skipp	•	Fine Motor S Hold a pencil effectively in preparat Use a range of small tools, including care when drawing.	ion for fluent writing – using the	

	Literacy						
Curriculum objectives Bold statements	Writing Read individual letters by saying the sounds for them. Mark makes and explain what	Writing Can add simple labels to a picture using phonics. With <u>support</u> can write a simple	Writing Form lower-case letters correctly. Spell words by identifying the	Writing To compose and write a basic sentence independently, with finger spaces and full stops.	Writing Form lower-case and capital letters correctly.	Writing Write short sentences with words with known letter-sound correspondences using a	
Bold statements are DM Italics are in addition to DM	 Index makes and explain what they mean. Begin to write their name. Can hear and tell you the first sound in a word. Blends the sounds in CVC words. Audibly Segments the sounds in VC words. (Orally) Can add simple labels to a picture using phonics. Reading & Comprehension Can blend sounds to read CVC words. Listen to a story and comment on the events. To know that a story has a beginning middle and end. Name the characters from a story. 	 With <u>support</u> can write a simple caption. Can segment sounds to write CVC words. Write first name by the end of term. Reading & Comprehension Blend sounds into words, so that they can read short words made up of known lettersound correspondences. Can blend sounds to read CVC words. Identify and name the characters and setting of a familiar book. Join in with repeated refrains from a familiar story. Use language from the story within role play and discussions. Understand rhyming vocabulary and the concept of rhyme 	 sounds and then writing the sound with letter/s. CVC/CVCC To compose and write a sentence with support using phonics knowledge and finger spaces. Can read back what has been written. Reading & Comprehension Read some letter groups that each represent one sound and say sounds for them. E.g ff/II/zz/ss Read a few common exception words matched to the school's phonic programme. Begin to use language from the story when discussing it. Make a simple prediction based on the events of a story so far. Understand rhyming vocabulary and the concept of rhyme. 	Can read back what has been written. Reading & Comprehension Read simple phrases and sentences made up of words with known letter–sound correspondences and, where necessary, a few exception words. Tell a story to another person using a book or pictures.	 Spell words by identifying the sounds and then writing the sound with letter/s. Re-read what they have written to check that it makes sense. To compose and write a sentence independently, with finger spaces and full stops. Can write a sentence about a character with capital letter and full stops. Aspirational: Can plan what they will write using a flow map. Aspirational: Can write a sequence of sentences to retell part of a story. (some words spelt correctly others phonetically plausible) Reading & Comprehension Re-read these books to build up their confidence in word reading, their fluency and their understanding and enjoyment. Anticipate, where appropriate, 	correspondences using a capital letter and full stop. Re-read what they have written to check that it makes sense. Aspirational: Can write a sequence of sentences to retell part of a story. (some words spelt correctly others phonetically plausible)	
ELG's our children are working towards	Comp Demonstrate understanding of retelling stories and narrative recently introducedvocabulary Anticipate (where appropriate) Use and understand recently in discussions about stories, non- during role play.	es using their own words and key events in stories. ntroduced vocabulary during	 Word R Say a sound for each letter in the digraphs. Read words consistent with their p sound-blending. Read aloud simple sentences and consistent with their phonic know common exception words. 	alphabet and at least 10 phonic knowledge by books that are	 key events Writing Write recognisable letters, mostor formed. Spell words by identifying sounds the sounds with aletter or letters. Write simple phrases and sentence others. 	f which are correctly in them and representing	

			Mathematics			
Maths Focus	Baseline Sorting Spatial reasoning 2d shape Subitising 1-2 (Book 1) Subitising 1-3 (Book 2)	Spatial reasoning 3d shape Subitising 1-4 (Book 3) Subitising 1-5 (Book 4)	Pattern Subitising 6-10 (Book 5) Counting from a larger group	Partitioning 2 and 3 (Books 6 and 7) Partitioning 4 (Book 8) Partitioning 5 (Book 9) Partitioning 10 (Book 10	Measures Composition 6-9 (Book 11) Comparing numbers to 10 (Book 12)	Patterns in odd and even numbers (Book 13) Patterns in doubles (Book 13) Equal distribution (Book 13) Spatial reasoning Measures Pattern
Curriculum Objectives based on development matters but not limited to	Talk about and explore 2D shapes (for example, circles, rectangles, triangle) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Select, rotate and manipulate shapes in order to develop spatial reasoning	Discuss routes and locations, using words like 'in front of' and 'behind'. Select shapes appropriately: flat surfaces for building, a triangular prism	Talk about and identifies 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.	Subitising Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0–5 and some to 10.	Make comparisons between objects relating to, weight and capacity. Compare, weight and capacity. Explore the composition of numbers to 10.	Make comparisons between objects relating to size and length, Compare length Explore and represent patterns within numbers up to 10, including
Development matters in Bold	skills. Understand position through words alone – for example, "The bag is under the table," – with no pointing. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Subitise.	Combine shapes to make new ones – an arch, a bigger triangle, etc. Talk about and explore 3D shapes (for example cuboid) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Develop fast recognition of up to 3	Notice and correct an error in a repeating pattern. Begin to describe a sequence of events, real or fictional, Continue, copy and create repeating patterns. Subitise Link the number symbol (numeral) with its cardinal number value. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').	Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. (ELG)	Automatically recall number bonds for numbers 0–5 and some to 10. Compare numbers. Understand the 'one more than/one less than' relationship between consecutive numbers. Have a deep understanding of number to 10, including the composition of each number. (ELG) Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity. (ELG)	evens and odds, double facts and how quantities can be distributed
ELG's our children are working towards	 Have a deep understanding of Subitise (recognise quantities v Automatically recall (without r 	nber number to 10, including thecomposi	• er aids) number bonds up	Numerical Patt Verbally count beyond 20, recognis Compare quantities up to 10 in dif than, less than orthe same as the o Explore and represent patterns wi and how quantitiescan be distribut	ing the pattern of thecounting ferent contexts, recognising wh ther quantity. thin numbers up to 10, includir	nen one quantity is greater

			Understanding the W	/orld		
Development Matters Italics are in addition to DM	Talk about members of their immediate family and community. Talk about changes over time – Growth. Name and describe people who are familiar to them. Compare and contrast characters from stories, including figures from the past. Explore the natural world around them. Recognise that people have different beliefs and celebrate special times in different ways. Developing Character Be confident exploring outside and new environments. Describe what they see, hear, an Investigate technology and its Understand the effect of chang world around them.	Recognise that people have different beliefs and celebrate special times in different ways. Compare and contrast characters from stories, including figures from the past. Understand that some places are special to members of their community. Essential Knowledge Know where they live and their local community. Swadlincote.	Compare and contrast characters from stories, including figures from the past. Recognise some similarities and differences between life in this country and life in other countries. Understand what the world looks like. E.g. globe, maps, sea, Explore how to control technology with purpose – critters/Beebot. Complete a simple programme on the computer	Understand the effect of changing seasons on the natural world around them Comment on images of familiar situations in the past. (People who help us) Understand that some places are special to members of their community. Explore how to control technology with purpose – critters/Beebot. Complete a simple programme on the computer	 Explore the natural world around them. Draw information from a simple map. Recognise some environments that are different to the one in which they live. Essential Knowledge Understand there are other countries where people and animals live. Develop simple programming skills for programable toys. 	Comment on images of familiar situations in the past. (Sports Day) Describe what they see, hear, and feel whilst outside Develop simple programming skills for programable toys.
ELG's our children are working towards	 Past and Present Talk about the lives of the people society. Know some similarities and different and now, drawing on their expering class. Understand the past through setting encountered in booksread in class 	rences between things in the past ences and whathas been read in ngs, characters and events		onmentusing knowledge ies, non-fiction erences between different s in this country, drawing on en readin class. rencesbetween life in this country g on knowledge from stories, non-	natural world around thema drawingon their experience class.Understand some important	ound them,making ctures of animals and nd differences between the nd contrasting environments, s and what has beenread in

Understanding the world

	changing states of matter.

Development		Expressive Art	s and Design				
Matters	Develop storylines in their pretend play.	Return to and build on their previous learning, refining	Create collaboratively sharing ideas, resources,	Listen attentively, move to and talk about music,	Watch and talk about dance and performance		
Italics are in addition to DM	Use colour in appropriate ways. Selecting appropriate colours for a purpose. Return to and build on their previous learning, refining ideas and developing their ability to represent them Create collaboratively sharing ideas, resources, and skills.	ideas and developing their ability to represent them Essential Knowledge Explore colour mixing and how colour can be used for a purpose	and skills. Aspirational Experience Have experience of painting at an angle like professional	expressing their feelings and responses.	art, expressing their feelings and responses		
	Sing in a group or on their own, increasingly matching the pitch and following the melody. Aspirational Experience Investigate the artist Picasso and cubism.		Aspirational Experience Investigate the artist Matisse and collage/mosaic.				
	Explore, use, and refine a variety of artistic effects to express their ideas and feelings. (In continuous provision and focus tasks) Explore and engage in music making and dance, performing solo or in groups.						
ELG's our	Creating with Materials		Being Imaginative and	d Expressive			
children are working towards	 Safely use and explore a variety of materials, tools and techniques, e design, texture, formand function. Share their creations, explaining the process they have used. 	•	 Invent, adapt and recount narratives and stories with peersand their teacher. Sing a range of well-known nursery rhymes and songs. Perform songs, rhymes, poems and stories with others, and(when appropriate) try to move in time with 				
	Make use of props and materials when role playingcharacters in narra	atives and stories. mu	music.				