

# Our Lady of the Assumption Catholic Primary School

## Curriculum Map Year R 2020-2021

Year R	Autumn 2020		Spring 2021		Summer 2021	
	Induction People who help us & Diwali	Autumn Days & Bonfire Night, Christmas Time	Fantasy Land & Chinese New Year	Fantastic Creatures	Spring + Commotion in the Ocean	Rumble in the Jungle
<b>R.E</b>	RA - Creation – God’s Gifts RB - People who care for us Continuous Unit L	RC and RD - Advent & Christmas	RE - Baptism RF - People who help us	RG - Lent RH - Holy Week	RI - Easter	RJ - Pentecost RK - Prayer
<b>Personal, Social and Emotional Development</b>	Settling into reception. Making friends Becoming familiar with routines and environment. Learning how to become a good friend and explore feelings. Protective Behaviours		Starting to make own choices about activities Sharing and co-operating with other children Developing empathy towards others – CAFOD etc.		Sharing and co-operating with others during a game Beginning to concentrate for longer periods Learning about hygiene – trip to zoo/sea life centre. Transition into Year 1	
<b>Communication and Language</b>	Developing confidence in asking questions Actively listening during carpet sessions Exploring rhyme Using full sentences Follow direction (if not to intently focused on own choice).		Listening to stories in groups Contributing to group discussions/widen vocabulary Developing ability to listen and do for a short space of time.		Recounting significant experiences, using appropriate level of descriptive language. Giving own viewpoint on specific experiences and be able to discuss these with a range of adults. Maintaining concentration during appropriate activities	
<b>Physical Development</b>	Dance – moving around in a variety of ways. Travelling on a variety of wheeled toys. Exploratory use of balls – rolling, catching and kicking Introduce the outside equipment - wheeled toys, balancing and climbing equipment Use of space and stopping and starting Developing fine motor- threading, scissors, holding pencil correctly.		Dragon dancing, creating witch and wizard dances. Awareness of how own body changing Throwing, catching and kicking the ball. Becoming familiar with low level apparatus. Fine motor work – threading, scissors, holding pencil correctly. Miniature sand and water play.		Moving like animals from the sea + farm animals (recap work) Becoming confident when moving on apparatus. Developing threading skills, sewing, weaving.	Moving like sea animals. Taking part in running races and novelty races. Practising carousel sports for sports day. Good pencil grip – writing letters correctly
<b>Literacy</b>	Stories/poems/non fiction related to theme Learning to write name and simple captions Exploring rhyme Introducing ORT Reading scheme characters. Shared and guided reading using ORT books. Use the class library Read, Write Inc + Stage One Letters and Sounds		Stories/poems/non fiction related to theme. Traditional stories, learning about characters and settings Writing name with support, invitations, letters, letter formation Sequencing stories, role-play and drama Shared and guided reading using ORT books. Use the class library. Introduce ORT books to library. Read, Write Inc.		Stories/poems/non fiction related to theme Writing simple sentences using CVC and familiar words. Widening vocabulary when talking about the topic, descriptive and imaginative language. Writing own stories using narrative features. Learning high frequency words. Shared and guided reading using ORT books. Read, Write Inc.	

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<b>Mathematics</b>	Unit 1 – Numbers to 5 Unit 2 – Sorting Unit 3 – Comparing groups within 5 Unit 4 – Change within 5 Unit 5 - Time		Unit 6 – Number bonds within 5 Unit 7 – Numbers to 10 Unit 8 – Comparing numbers within 10 Unit 9 – Addition to 10 Unit 10 – Number bonds to 10 Unit 11 – Shape and Space		Unit 12 – Exploring Patterns Unit 13 – Counting on and Counting back Unit 14 – Numbers to 20 Unit 15 – Numerical Patterns Unit 16 – Shape and Measure	
	Using comparative language to compare items Own body size + body maths Language of position – finding their way around the school and classroom. Days of the week Shapes and patterns - Diwali Counting, sorting, problem solving ongoing	Christmas patterns and shapes Weighing items Advent calendar – time	Shape and space – 3D shape - houses Weighing and money – role play.	Repeating patterns Sorting and classifying dinosaurs. Pictograms of favourite animals. Size – comparing dinosaurs – non-standard units	Sorting and classifying objects. Adding and subtracting objects Solid and flat shapes Capacity – pouring and sharing animal feed. Measures – own size and plants growing	Measure time taken to run races, complete activities. Exploring pattern. Money work
<b>Understanding the World</b>	Celebrations from another culture - Diwali Constructing emergency vehicles with various materials School Nurse visit Healthy eating.	Explore light and dark Autumn walk – changes that take place during autumn. Changes – melting cheese and chocolate  Celebrations in their own culture: bonfire night Superheroes	Exploring materials for making buildings Old/new – linking to stories – making castles, witch’s houses, haunted houses etc. Looking at features of another culture – Chinese New Year.	Looking at woodland, who might we find in the woods? Gruffalo, Elmer etc. Features of woodland. Design a Gruffalo crumble. Make a waterproof coat for Elmer Learn about dinosaurs and their habitats	Visit to the zoo Water cycle – why it rains etc. Link to rainforest, rivers in the rainforests and jungles. Sea animals Seasides Sinking and floating Investigating boats, water transport Growing of seeds, bulbs, plants etc. Investigate how plants grow. ICT – Use the laptops and begin to use the keyboard to operate games and write names. Using iPads independently.	Learning what animals eat and need to survive. Looking at rainforest and jungles around the world, animals that live in them. Learn how animals grow and change
	ICT - exploratory + developing mouse skills	→	ICT – know how to operate simple programs on computers and iPads and Bee bots	→	→	→
<b>Expressive Arts and Design</b>	Role-play area – Casualty + Paramedics + Fire Station/Police Station	Role-play area – Post Office, Percy the Park Keeper + shop outdoors	Role-play area – Witch/wizard cottage + shop outdoors	Role play area - Woodland area for real/fantasy creatures + a church	Role-play area ‘under the sea’ + outdoor café	Role -play area – adding wild animals to extend into a rainforest meeting the sea area. Outdoor camp shop
	Constructing emergency vehicles with various materials Singing rhymes and learning new songs, carols. Introduce musical instruments, change sounds, and respond to sound with body movements. Exploring with paints and collage – colour mixing Printing, shape and pattern. Painting pictures of themselves. Charanga Units – Me! and My Stories		Making models of castles and bridges. Singing new songs linked to topic. Observational drawings, printing and collage with natural materials. Junk modelling. Charanga Units – Everyone! and Our World		Making shelters for animals Build up repertoire of songs about farms and jungles + seaside. Add actions and instruments to accompany. Making clay/play dough animals. Making animal masks & puppets Charanga Units – Big Bear Funk and Reflect, Rewind and Replay	