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**
R.E	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 →
Personal, Social and Emotional Development	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	
Communication and Language	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	
Physical Development	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
Literacy	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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<table>
<tr><td rowspan="3">Mathematics</td><td colspan="2">Unit 1 – Numbers to 5
Unit 2 – Sorting
Unit 3 – Comparing groups within 5
Unit 4 – Change within 5
Unit 5 - Time</td><td colspan="2">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</td><td colspan="2">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</td></tr>
<tr><td>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 →</td><td>Christmas patterns and shapes
Weighing items
Advent calendar – time</td><td>Shape and space – 3D shape - houses
Weighing and money – role play.</td><td>Repeating patterns
Sorting and classifying dinosaurs.
Pictograms of favourite animals.
Size – comparing dinosaurs – non-standard units</td><td>Sorting and classifying objects.
Adding and subtracting objects
Solid and flat shapes
Capacity – pouring and sharing animal feed.
Measures – own size and plants growing</td><td>Measure time taken to run races, complete activities.
Exploring pattern.
Money work →</td></tr>
<tr><td>Understanding the World</td><td>Celebrations from another culture - Diwali
Constructing emergency vehicles with various materials
School Nurse visit Healthy eating.

ICT - exploratory + developing mouse skills →</td><td>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 →</td><td>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.

ICT – know how to operate simple programs on computers and iPads and Bee bots →</td><td>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</td><td>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. →</td><td>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</td></tr>
<tr><td rowspan="2">Expressive Arts and Design</td><td>Role-play area – Casualty + Paramedics + Fire Station/Police Station</td><td>Role-play area – Post Office, Percy the Park Keeper + shop outdoors</td><td>Role-play area – Witch/wizard cottage + shop outdoors</td><td>Role play area - Woodland area for real/fantasy creatures + a church</td><td>Role-play area ‘under the sea’ + outdoor café</td><td>Role -play area – adding wild animals to extend into a rainforest meeting the sea area.
Outdoor camp shop</td></tr>
<tr><td colspan="2">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</td><td colspan="2">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</td><td colspan="2">Making shelters for animals
Build up repertoire of songs about farms and jungles + seasides. 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</td></tr>
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