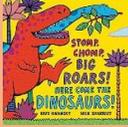
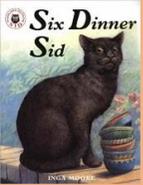
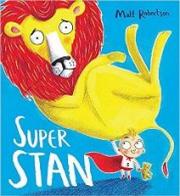
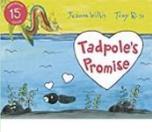
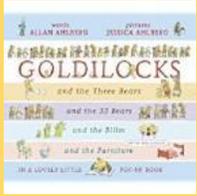
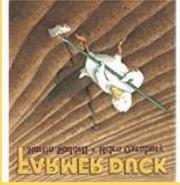
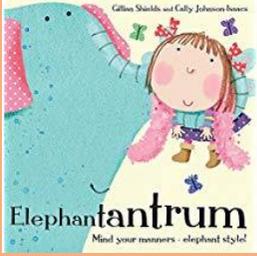
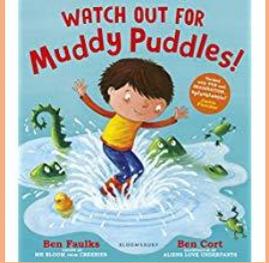
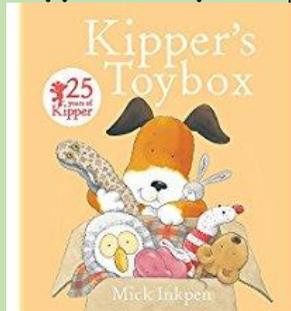
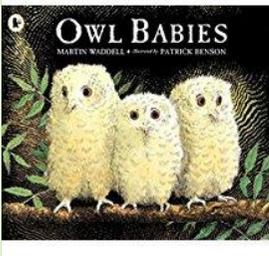
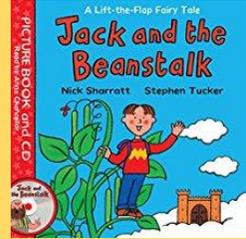
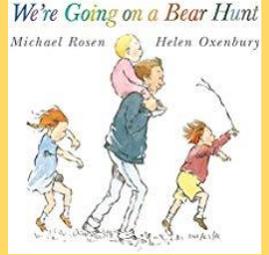
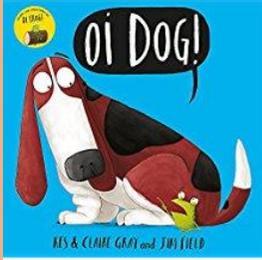
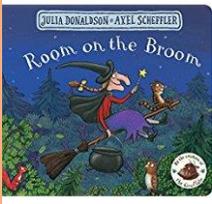
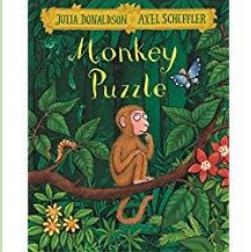
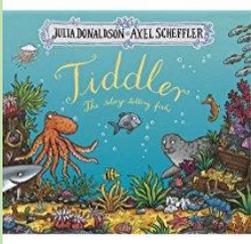
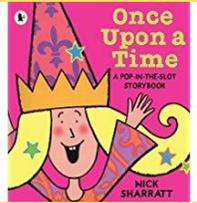
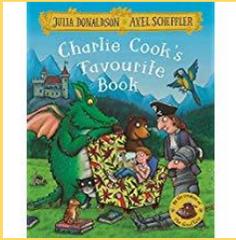


EARLY YEARS CURRICULUM OVERVIEW 2018-2019

	Aut1	Aut2	Spr1	Spr2	Sum1	Sum2
	<p>Stomp Chomp Big Roar</p> 	<p>Six Dinner Sid</p> 	<p>Super Stan</p> 	<p>Tadpole's Promise</p> 	<p>Goldilocks</p> 	<p>Farmer Duck</p> 
Environment	A dinosaur garden. A dinosaur tuff tray with a Jurassic environment. Dinosaur footprints. A nest of dinosaur eggs about to hatch.	Creating a perfect home for Sid. What might it contain?	A Zoo, superhero dressing up boxes, flying kites, paper to record the adventure with each animal at the zoo.	Observing tadpoles in the water. Observing Chrysalis' in a butterfly net.	Create Goldilocks's home with a variety of furniture, try different versions of porridge, write apology letters to the three bears.	A farmyard to support roleplay. A selection of items to support duck in carrying out his work, e.g. a spade, a basket, a ladder, a rake.
Other areas	Literacy. Understanding the world and physical development - exploring the dinosaur movements and sounds.	Mathematics: counting	Expressive arts and design: design your own superhero outfit. Personal, Social and Emotional Development: sibling rivalry - how would you help your little brother/sister? Understanding the world - science: animals and their habitats.	Science - life cycles, food chains. PSHE - changes	Communication and Language: improvise the story of Goldilocks: the play. Mathematics: counting Understanding the World: people live in different types of houses.	Science/understanding the world - animals
Outcomes	Re-tell/perform a chosen poem. Stomp, chomp and roar around the classroom. Write about their favourite dinosaur: what does it look like, where does it live, what does it eat?	Write a collar for Sid. If Sid could speak, what might he say? What might he write in a letter to his owners?	Design and make their own kites - add graphemes appropriate to phase of phonics development. Make a birthday card for Jack.	Labels or captions of how the tadpoles and butterflies change, e.g. legs, wings.	Create their own version of Goldilocks - draw a simple story map. Label and describe Goldilocks. Write recipes for porridge	Sequence the events of the story. Use mini pictures to sequence the jobs that duck did. Use time related vocabulary to help children order the events. Label the animals on the farm and write the noises that they make, add a simple adjective to describe them.

	<p>Elephantantrum</p> 	<p>Watch out for Muddy Puddles</p> 	<p>Kipper's Toybox</p> 	<p>Owl Babies</p> 	<p>Jack and the Beanstalk</p> 	<p>We're Going on a Bear Hunt</p> 
Environment	Ellie's father's office: making phone calls, making notes, sending parcels of difficult shapes and sizes - how can this be done?	go on a muddy puddle walk, set up a 'hook-a-duck', introduction to different rocks and soils, dinosaur hunts in the soil.	Set up Kipper's Toybox in the home corner: ask children to bring toys in for it. What adventures could they go on?	A bird's nest. Three soft owl toys. Exploration and discussion of other birds, a visit/trip/outing to look at birds of prey or nocturnal animals	Create a castle, props to act out the story, visit garden centres to explore growing vegetables/beans, go on a hunt for the gold coins that have been stolen.	An exploratory walk hunting for something... A visit to the nearest meadow/woods/river/b each/cave. Create the bear's cave in the classroom.
Other areas	Moving and Handling: moving like an elephant - describe the way in which he moves.	Expressive Arts and Design: act out a part of the story- the pirates and underwater kings fighting. Understanding the world: investigating the environment of the puddle	Mathematics: counting Personal, Social and Emotional Development: share their favourite toy and explain	Science/understanding the world - link to nocturnal animals.	Understanding the World: science - growing plants and vegetables	Understanding the world: exploring different environments and the animals that live there.
Outcomes	Write a letter of thanks to the elephant, write a goodbye letter to Ellie, design and act out some tricks for the elephant to play. Write some instructions for making sandwiches for the elephant.	Create animal fact files about ducks, crocodiles etc. Label what is in their puddle, describe their puddle/rain, write a lost poster for something lost in a puddle.	Write a caption about their favourite toy. Write a postcard home as the toy's point of view. Create and label a home for their toy using a box.	Order and label the owl's names in size order. Use speech bubbles to record what each owl says.	Create an information page about growing beans, a missing poster for Jack or a for sale poster for the cow. Create simple story map - acting it out and then drawing each part of the story.	Re-enact the story. Sequence the events. Retell the story. Watch the short children's film of this book. Find objects that make the sounds of the grass, the mud squelching etc..

	Oi frog oi dog 	Room on the Broom 	Monkey Puzzle 	Tiddler 	Once Upon a Time 	Charlie Cook's Favourite Book 
Environment	Set up logs, mats, boxes etc. for animals to sit on.	Props, e.g. wand, broomstick, cauldron, witch's hat and cape, bow.	Rainforest animals in the role-play area.	Under the sea' theme within role-play. A fish tank. A ship wreck.	Create their own with different objects. Describe the objects. Write a letter to the princess. Innovate their own version of the story.	Arrange a book swap in school/within class where children bring in their favourite books to read, explain why they like them and swap them with other children.
Other areas	Understanding the World: Technology - make kebabs, make muffins	World Book Day. Compare to other Julia Donaldson books.	Science - animals and their habitats	Art - Under the sea paintings/collage. Science - animals and their habitats.	Mathematics: how much would all of the objects cost. Set up a shop and practise exchanging money for objects.	World Book Day
Outcomes	The frog can write a letter home whilst sat on the sun lounger. What else could be written on the welcome mat? What else might the frog say to the cat and dog? What other words rhyme with the chosen rhymes?	Design their own magic broomstick/mode of transport for given animals. Write a magic spell to make it fly.	Simple information writing about the animals who live in the rainforest, e.g. Snakes slither and hiss.	Simple description of the shiny fish/sea creatures. Recount Tiddler's adventures in the story in the form of a diary, e.g. On Monday Tiddler...	Other stories with a princess: <i>Princess and the Pea</i> , <i>Little Princess</i> stories and Disney stories	Children to choose their favourite book to read and write about. Write a simple book review.