Oxbridge Lane Primary School Nursery Planning 2021/22

			Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
			All about me	Celebrations	Once upon a time	Spring has Sprung	In the garden	It's a pirate's life
this le some chang	In EYFS we aim to follow this long term plan, however sometimes our plans may change to follow children's interests and ideas.		All About Me		Once Upon TIME	SPRING TransSPHING	Garden	
Prime Areas	PSED (Personal, Social and Emotional Development)	Play with increasing confidence on their own and with other children, because know their key person is nearby and available. Feel confident when taken out around the local neighbourhood, and enjoy expl places with their key person. Feel strong enough to express a range of emotions. Grow in independence, rejecting help ("me do it"). Sometimes this leads to feel frustration and tantrums. Begin to show 'effortful control'. For example, waiting for a turn and resisting impulse to grab what they want or push their way to the front. Notice and ask questions about differences, such as skin colour, types of hair, a special needs and disabilities, and so on. Develop friendships with other children		Iso try new things and start establishing their we and talk. or example, gesture towards their cup to say example from their parent to their key person. omething interesting. John and with other children, because they lable. I local neighbourhood, and enjoy exploring new emotions. The do it"). Sometimes this leads to feelings of tuple, waiting for a turn and resisting the strong their way to the front. The system as skin colour, types of hair, gender, mal range through play and stories. The system and reases. The system is a start establishing their way. The system is a start establishing their way. The system is a start establishing their way. The system is a start establishing their way.	Select and use activities and resources, w to achieve a goal they have chosen, or or Become more outgoing with unfamiliar p Show more confidence in new social situ Increasingly follow rules, understanding. Do not always need an adult to remind t Play with one or more other children, ext	re which is suggested to them. eople, in the safe context of their setting. ations. why they are important. hem of a rule.	Develop their sense of responsibility Help to find solutions to conflicts at that not everyone can be Spider-Ma other ideas. Develop appropriate ways of being. Talk with others to solve conflicts. Talk about their feelings using worn 'worned'. Begin to understand how others mi	assertive. Is like 'happy', 'sad', 'angry' or

CL (Communication & Language)	Listening, attention Understanding and Speaking	Make eye contact for longer periods. Watch someone's face as they talk. Copy what adults do, taking 'turns' in conversations (through babbling) and activities. Try to copy adult speech and lip movements. Enjoy singing, music and toys that make sounds. Recognise and are calmed by a familiar and friendly voice. Listen and respond to a simple instruction. Make sounds to get attention in different ways (for example, crying when hungry or unhappy, making gurgling sounds, laughing, coving or babbling). Copy your gestures and words. Use intonation, pitch and changing volume when 'talking'. Understand single words in context – 'cup', 'milk', 'daddy'. Understand frequently used words such as 'all gone', 'no' and 'bye-bye'. Understand simple instructions like "give to mumny" or "stop". Generally focus on an activity of their own choice and find it difficult to be directed by an adult. Listen to other people's talk with interest, but can easily be distracted by other things. Start to say how they are feeling, using words as well as actions. Start to say how they are feeling, using words as well as actions. Start to say how they are feeling, using words as well as actions. Use the speech sounds p, b, m, w. Are usually still learning to pronounce: - Vr/w/y, f/th, s/sh/ch/dz/j, multi-syllabic words such as 'banana' and 'computer' Listen to simple stories and understand what is happening, with the help of the pictures. Identify familiar objects and properties for practitioners when they are described. For example: 'Katie's coat', 'blue car', 'shiny apple'. Understand and act on longer sentences like 'make teddy jump' or 'find your coat'. Understand simple questions about 'who', 'what' and 'where' (but generally not 'why').	Enjoy listening, to longer stories and can remember much of what happens. Can find it difficult to pay attention to more than one thing at a time. Sing a large repertoire of songs.	Use a wider range of vocabulary. Understand a question or instruction that has two parts, such as "Get your coat and wait at the door". Understand 'why,' questions, like: "Why do you think the caterpillar got so fat? Know many rhymes, be able to talk about familiar books, and be able to tell a long story. Develop their communication, but may continue to have problems with irregular tenses and plurals, such as 'runned' for 'ran', 'swimmed' for 'swam'. May have problems saying: some sounds: r, j, th, ch, and sh and multisyllabic words such as 'pterodactyl', 'planetarium' or 'hippopotamus' Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions. Use talk to organise themselves and their play: "Let's go on a bus you sit there I'll be the driver."
PD (Physical Development)	Fine Motor Skills Gross Motor Skills	Enjoy moving when outdoors and inside. Reach out for objects as co-ordination develops. Try a wider range of foods with different tastes and textures. Gradually gain control of their whole body through continual practice of large movements, such as waving, kicking, rolling, crawling and walking. Clap and stamp to music. Fit themselves into spaces, like tunnels, dens and large boxes, and move around in them. Enjoy starting to kick, throw and catch balls. Build independently with a range of appropriate resources. Walk, run, jump and climb – and start to use the stairs independently. Spin, roll and independently use ropes and swings (for example, tyre swings). Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things independently, for example manage buttons and zips, and pour drinks. Show an increasing desire to be independent, such as wanting to feed themselves and dress or undress.	Go up steps and stairs, or climb up apparatus, using alternate feet. Start taking part in some group activities which they make up for themselves, or in teams. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Start to eat independently and learning how to use a knife and fork. Show a preference for a dominant hand. Be increasingly independent as they get dressed and undressed, for example, putting couts on and doing up zips. Be increasingly independent in meeting their own care needs, e.g. brushing teeth, using the toilet, washing and drying their hands thoroughly.	Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Are increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Make healthy choices about food, drink, activity and tooth brushing.

Literacy	Writing Word Reading Comarbetasion.	Selection of texts linked to topic: I Am Absolutely Too Small for School; Starting School; Hugless Douglas goes to Little School; Hugless Douglas goes to Little School; Things I Like; The Day the Crayons Quit; The Large Family Stories; Funny Bones; Body NF Texts; Elmer, Avocado Baby; All Are Welcome, Incredible You, Super Duper Me, All About Me, Only One You, What Makes Me a Me? Baby Brains Enjoy songs and rhymes, tuning in and paying attention. Join in with songs and rhymes, copying sounds, rhythms, tunes and tempor. Sing songs and say rhymes independently, for example, singing, whilst playing. Enjoy, sharing books with an adult. Pay attention and responds to the pictures or the words. Have flavourite books and seeks them out, to share with an adult, with another child, or to look at alone. Repeat words and phrases from familiar stories. Develop play around favourite stories using props. Enjoy drawing freely.	Selection of texts-linked to topic: Percy the Park Keeper Stories; The Gruffalo; The Gruffalo's Child; Stick Man; Owl Babies. Recognises rhythm in spoken language. Enjoy songs and rhymes, tuning in and paying attention. Join in with songs and rhymes, copying sounds, rhythms, tunes and tempo. Sing songs and say rhymes independently, for example, singing whilst playing. Enjoy sharing books with an adult. Pay attention and responds to the pictures or the words. Have favourite books and seeks them out, to share with an adult, with another child, or to look at alone. Repeat words and phrases from familiar stories. Develop play around favourite stories using props. Enjoy drawing freely.	Selection of texts linked to topic: The Three Little Pigs; Goldilocks and the Three Bears; The Gingerbread Man; Little Red Riding. Hood; The Three Billy Goats Gruff. Engage in extended conversations about stories, learning new vocabulary. Notice some print, such as the first letter of their name, a bus or door number, or a familiar logo. Add some marks to their drawings, which they give meaning to: For example: "That says mummy." Make marks on their picture to stand for their name. Ask questions about the book. Makes comments and shares their own ideas.	Selection of texts linked to topic. Jack and The Beanstalk; Jasper's Beanstalk; Sam Plants a Sunflower. NF texts on Spring, Animal life cycles and Plants; What the Ladybird Heard; The Teeny Weeny Tadpole; Monkey Puzzle Shows awareness of rhyme and alliteration. Engage in extended conversations about stories, learning, new vocabulary. Notice some print, such as the first letter of their name, a bus or door number, or a familiar logo. Add some marks to their drawings, which they give meaning to. For example: "That says mummy," Make marks on their picture to stand for their name. Ask questions about the book. Makes comments and shares their own ideas.	Selection of texts linked to topic: Mad About Minibeasts; Incey Wincey Spider; The Very Hungry Caterpillar; The Bad-Tempered Ladybird; The Crunching Munching Caterpillar; Norman the Slug with the Silly Shell; Minibeast NF texts Understand the five key concepts about print: - print has meaning - print can have different purposes - we read English text from left to right and from top to bottom - the names of the different parts of a book - page sequencing Develop their phonological awareness, so that they can: - spot and suggest hymnes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; write 'm' for mummy. Write some of all of their name.	Selection of texts linked to topic: Pirates Love Undeprnats; The Night Pirates; Pirate Pete; The Singing Mermaid; The Lighthouse Keepers Lunch; The Rainbow Fish; Tiddler; The Snail and the Whale NF texts linked to Oceans and creatures that live under the sea. Understand the five key concepts about print: - print has meaning print can have different purposes we read English text from left to right and from top to bottom the names of the different parts of a book page sequencing. Develop their phonological awareness, so that they can: - spot and suggest rhymes count or clap syllables in a word recognise words with the same initial sound, such as money and mother. Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; write 'm' for mumny. Write some or all of their name.
		Aspect 1 – Environmental Sounds	Aspect 2 – Instrumental Sounds Aspect 3 – Body Percussion	Aspect 4 — Rhythm & Rhyme	Aspect 5 – Alliteration	Aspect 6- Voice Sounds	Aspect 7- Oral Blending & Segmenting
Mathematics	Number Numerical Pattern	Combine objects like stacking blocks and cups. Put objects inside others and take them out again. Take part in finger rhymes with numbers. React to changes of amount in a group of up to three items. Compare amounts, saying 'lots', 'more' or 'same'. Counting-like behaviour, saying some numbers in sequence. Count in everyday contexts, sometimes skipping numbers - '1-2-3-5.' Build with a range of resources. Complete inset puzzles. Compare sizes, weights etc. using gesture and language - 'bigger/little/smaller', 'high/low', 'tall', 'heavy'. Notice patterns and arrange things in patterns.		Say one number for each item in order: 1,2,3,4,5. Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Show 'finger numbers' up to 5. Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round'. Make comparisons between objects relating to size, length, weight and capacity. Select shapes appropriately: flat surfaces for building, a triangular prism for a rouf etc. 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.		Fast recognition of up to 3 objects, without having to count them individually ('subitising'). Recite numbers past 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Experiment with their own symbols and marks as well as numerals. Solve real world mathematical problems with numbers up to 5. Compare quantities using language: 'more than', 'fewer than'. Understand position through words alone – for example, "The bag is under the table," — with no pointing. Describe a familiar route. Discuss routes and locations, using words like 'in front of and 'behind'. Combine shapes to make new ones – an arch, a bigger triangle etc. Notice and correct an error in a repeating pattern. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'	

	Understanding the World	The Natural World, People Culture and Community Past and Present	Repeat actions that have an effect. Explore materials with different properties. Explore natural materials, indoors and out Explore and respond to different natural pl Make connections between the features of Notice differences between people.	side. renomena in their setting and on trips.	Use all their senses in hands-on explorat Explore collections of materials with simi Explore how things work. Continue to develop positive attitudes ab	ilar and/or different properties.	Talk about what they see, using a v Begin to make sense of their own lij Show interest in different occupation Plant seeds and care for growing pl Understand the key features of the I Begin to understand the need to res environment and all living things. Explore and talk about different forn Talk about the differences between Know that there are different countr differences they have experienced or	le-stony and family's histony ns. ants. ife cycle of a plant and an animal. pect and care for the natural ces they can feel. materials and changes they notice. ies in the world and talk about the
	Expressive Art & Design	of । है है Notice patterns with strong contrasts and be attracted by patterns resembling the		Take part in simple pretend play, using an object to represent something else even though they are not similar. Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Explore colour and colour-mixing. Listen with increased attention to sounds. 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 develop complex stories using small world equipment like animal sets, dolls and dolls houses etc. Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Join different materials and explore different textures. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Respond to what they have heard, expressing their thoughts and feelings. Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. Create their own songs, or improvise a song around one they know.		
WOW Mome		ts.	Welly Walks Local walk around Oxbridge Ropner Park Walk	Collecting Autumn objects Christmas activities Christmas Nativity	Library Visit World Book Day events	Visit to local Farm Hatching, Eggs	Forest Schools Minibeast theme Nursery Garden	Pirate day Trip to Preston Park, boat trip. Water Day