



Wow Starter: Watching examples of fireworks displays

Final Event: Christmas events

UNDERSTANDING THE WORLD

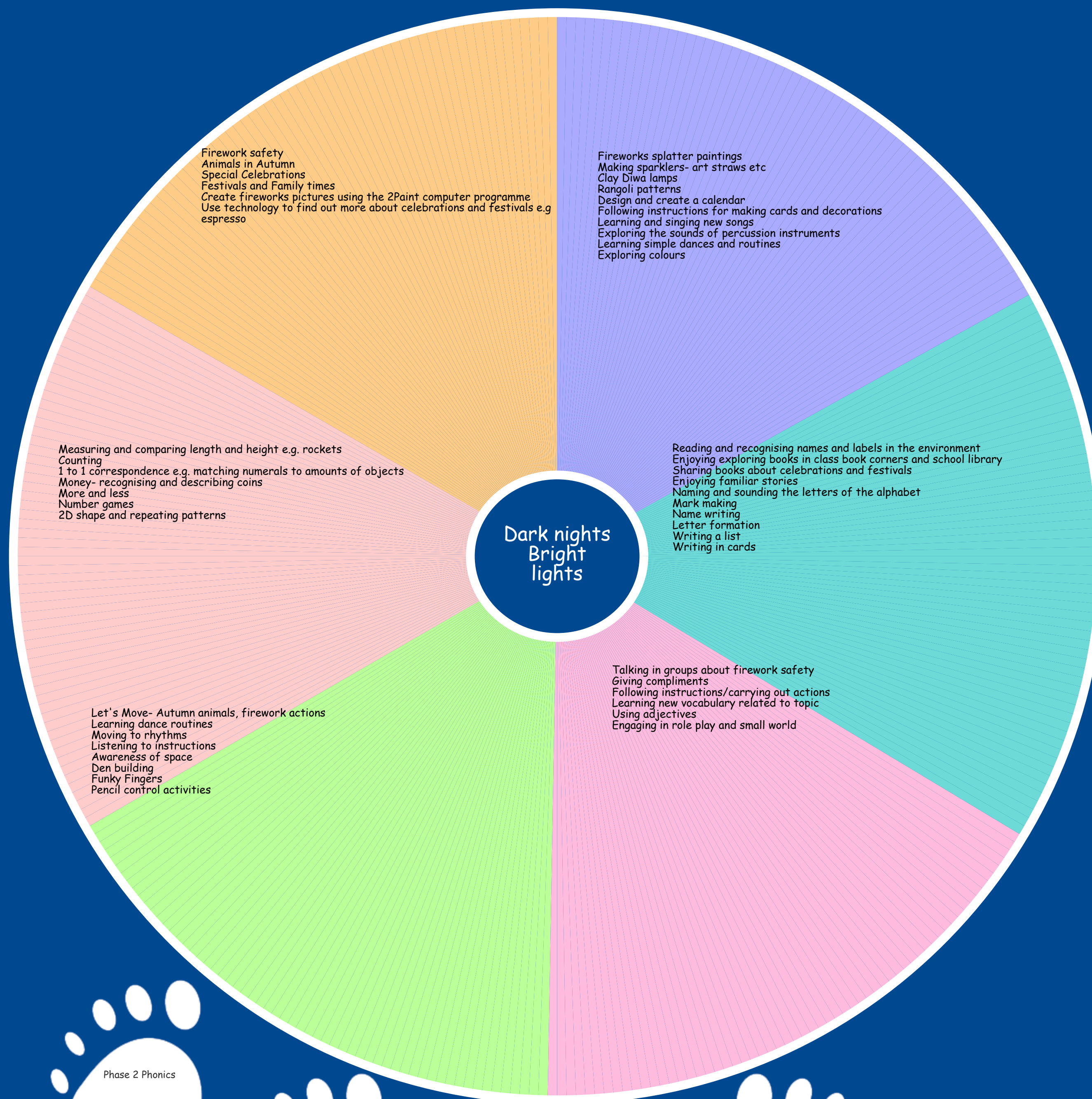
- People and communities 0-5**
 - Recognises and describes special times or events for family or friends.
- People and communities 0-5**
 - Enjoys joining in with family customs and routines.
- The world 0-5**
 - Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world.
- The world 0-5**
 - Looks closely at similarities, differences, patterns and change.
- Technology 0-5**
 - Knows that information can be retrieved from computers
- Technology 0-5**
 - Completes a simple program on a computer.

MATHEMATICS AND COMPUTING

- Numbers 0-5**
 - Sometimes matches numeral and quantity correctly.
 - Shows curiosity about numbers by offering comments or asking questions.
 - Shows an interest in representing numbers.
- Numbers 0-5**
 - Recognises numerals 1 to 5.
 - Counts up to three or four objects by saying one number name for each item.
 - Counts actions or objects which cannot be moved.
 - Counts objects to 10, and beginning to count beyond 10.
 - Counts out up to six objects from a larger group.
 - Selects the correct numeral to represent 1 to 5, then 1 to 10 objects.
 - Counts an irregular arrangement of up to ten objects.
 - Uses the language of more and fewer to compare two sets of objects.
 - Says the number that is one more than a given number.
- Shape, space and measure 0-5**
 - Shows an interest in shape and space by playing with shapes or making arrangements with objects.
 - Shows awareness of similarities of shapes in the environment.
 - Shows interest in shapes in the environment.
 - Beginning to talk about the shapes of everyday objects, e.g. round and tall.
- Shape, space and measure 0-5**
 - Beginning to use mathematical names for solid 3D shapes and flat 2D shapes, and mathematical terms to describe shapes.
 - Selects a particular named shape.
 - Orders two or three items by length or height.
 - Beginning to use everyday language related to money.
- Firework safety**
- Animals in Autumn**
- Special Celebrations**
- Festivals and Family times**
- Create fireworks pictures using the 2Paint computer programme.**
- Use technology to find out more about celebrations and festivals e.g. espresso**
- Measuring and comparing length and height e.g. rockets**
- Counting**
- 1 to 1 correspondence e.g. matching numerals to amounts of objects**
- Money- recognising and describing coins**
- More and less**
- Number games**
- 2D shape and repeating patterns**
- Let's Move- Autumn animals, firework actions**
- Learning dance routines**
- Moving to rhythms**
- Listening to instructions**
- Awareness of space**
- Den building**
- Funky Fingers**
- Pencil control activities**
- Reading and recognising names and labels in the environment**
- Enjoying exploring books in class book corners and school library**
- Sharing books about celebrations and festivals**
- Enjoying familiar stories**
- Naming and sounding the letters of the alphabet**
- Mark making**
- Name writing**
- Letter formation**
- Writing a list**
- Writing in cards**
- Talking in groups about firework safety**
- Giving compliments**
- Following instructions/carrying out actions**
- Learning new vocabulary related to topic**
- Using adjectives**
- Engaging in role play and small world**

PHYSICAL EDUCATION

- Moving and Handling 0-5**
 - Moves freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.
 - Runs skilfully and negotiates space successfully, adjusting speed or direction to avoid obstacles.
 - Draws lines and circles using gross motor movements.
 - Uses one-handed tools and equipment, e.g. makes snips in paper with child scissors.
 - Holds pencil between thumb and two fingers, no longer using whole-hand grasp.
 - Holds pencil near point between first two fingers and thumb and uses it with good control.
 - Can copy some letters, e.g. letters from their name.
- Moving and Handling 0-5**
 - Experiments with different ways of moving.
 - Negotiates space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.
 - Uses simple tools to effect changes to materials.
 - Handles tools, objects, construction and malleable materials safely and with increasing control.
 - Shows a preference for a dominant hand.
 - Begins to use anticlockwise movement and retrace vertical lines.
 - Begins to form recognisable letters.
 - Uses a pencil and holds it effectively to form recognisable letters, most of which are correctly formed.



EXPRESSIVE ARTS AND DESIGN

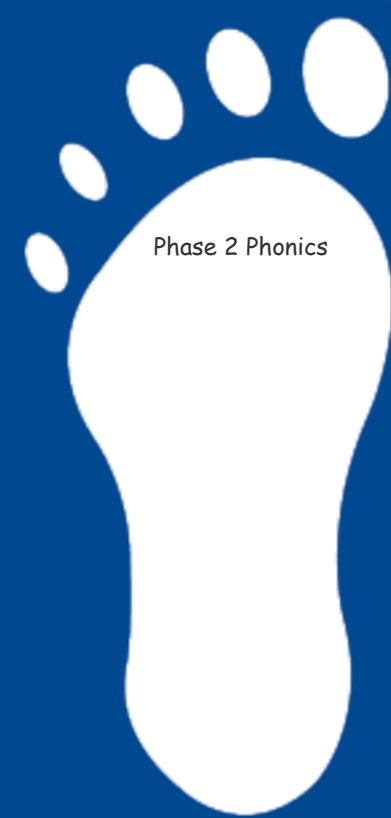
- Exploring and using media and materials 0-5**
 - Enjoys joining in with dancing and ring games.
 - Sings a few familiar songs.
 - Beginning to move rhythmically.
 - Imitates movement in response to music.
 - Taps out simple repeated rhythms.
 - Explores and learns how sounds can be changed.
 - Explores colour and how colours can be changed.
- Exploring and using media and materials 0-5**
 - Begins to build a repertoire of songs and dances.
 - Explores the different sounds of instruments.
 - Explores what happens when they mix colours.
 - Experiments to create different textures.
 - Understands that different media can be combined to create new effects.
 - Manipulates materials to achieve a planned effect.
- Being imaginative 0-5**
 - Constructs with a purpose in mind, using a variety of resources.
 - Uses simple tools and techniques competently and appropriately.
 - Selects appropriate resources and adapts work where necessary.
 - Selects tools and techniques needed to shape, assemble and join materials they are using.
- Being imaginative 0-5**
 - Developing preferences for forms of expression
 - Uses movement to express feelings.
 - Creates movement in response to music.
 - Sings to self and makes up simple songs.
- Being imaginative 0-5**
 - Create simple representations of events, people and objects.
 - Chooses particular colours to use for a purpose.
 - Plays alongside other children who are engaged in the same theme.

LITERACY

- Reading 0-5**
 - Joins in with repeated refrains and anticipates key events and phrases in rhymes and stories.
 - Listens to stories with increasing attention and recall.
 - Shows interest in illustrations and print in books and print in the environment.
 - Recognises familiar words and signs such as own name and advertising logos.
 - Looks at books independently.
 - Handles books carefully.
 - Knows information can be relayed in the form of print.
 - Holds books the correct way up and turns pages.
- Reading 0-5**
 - Links sounds to letters, naming and sounding the letters of the alphabet.
- Writing 0-5**
 - Enjoys an increasing range of books.
 - Knows that information can be retrieved from books and computers.
- Writing 0-5**
 - Sometimes gives meaning to marks as they draw and paint.
 - Ascribes meanings to marks that they see in different places.
- Writing 0-5**
 - Gives meaning to marks they make as they draw, write and paint.
 - Links sounds to letters, naming and sounding the letters of the alphabet.
 - Writes own name and other things such as labels, captions.

COMMUNICATION AND LANGUAGE

- Listening and attention 0-5**
 - Listens to others one to one or in small groups, when conversation interests them.
 - Focusing attention - still listen or do, but can shift own attention.
 - Is able to follow directions (if not intently focused on own choice of activity).
- Listening and attention 0-5**
 - Maintains attention, concentrates and sits quietly during appropriate activity.
- Understanding 0-5**
 - Shows understanding of prepositions such as under, on top, behind by carrying out an action or selecting correct picture.
 - Responds to simple instructions, e.g. to get or put away an object.
- Understanding 0-5**
 - Listens and responds to ideas expressed by others in conversation or discussion.
- Speaking 0-5**
 - Beginning to use more complex sentences to link thoughts (e.g. using and, because).
 - Uses vocabulary focused on objects and people that are of particular importance to them.
 - Builds up vocabulary that reflects the breadth of their experiences.
 - Uses talk in pretending that objects stand for something else in play, e.g. This box is my castle.
- Speaking 0-5**
 - Extends vocabulary, especially by grouping and naming, exploring the meaning and sounds of new words.
 - Uses language to imagine and recreate roles and experiences in play situations.
 - Links statements and sticks to a main theme or intention.
 - Uses talk to organise, sequence and clarify thinking, ideas, feelings and events.



Dark nights Bright lights - Stage Coverage

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- Says the number that is one more than a given number.
- Finds one more or one less from a group of up to five objects, then ten objects.

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CHARACTERISTICS OF EFFECTIVE LEARNING

Playing and exploring – engagement

Active learning - motivation

Creating and thinking critically - thinking

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