



: The
Nursery Long Term Planning 2020-2021

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Nursery Rhymes	Super Me!	On the Farm	Growing	People Who Help Us	Journeys
Communication and Language	Wellcomm programme Beat Baby Introduce – Achievosaurus – Tryatops, Shareonyx, Explososaur	Wellcomm programme Beat Baby Introduce – Plan, do, review	Wellcomm programme Beat Baby Plan, do, review and Achievosaurus	Wellcomm programme Beat Baby Plan, do, review and Achievosaurus	Wellcomm programme Beat Baby Plan, do, review and Achievosaurus with talk partners	Wellcomm programme Beat Baby Plan, do, review and Achievosaurus with talk partners
Personal, Social and Emotional Development	Children will learn how to initiate play in a group, take turns, share, resolve conflicts and respect property.					
	<ul style="list-style-type: none"> • Routines • Rewards • Behaviour expectations; Good to be green 	<ul style="list-style-type: none"> • Making relationships. • Behaviour and self-control 	<ul style="list-style-type: none"> • Demonstrate friendly behaviour • Beware of own feelings • Confident to talk to other children 	<ul style="list-style-type: none"> • Confident to speak to other children • Can play in a group • Aware of ones feelings 	<ul style="list-style-type: none"> • Resolve conflicts with other children, • Confident to speak to other children • 	<ul style="list-style-type: none"> • Confident to speak to others • Understands that own actions affect other people • Initiate conversations •

	Ongoing fine motor and gross motor activities					
Physical Development	<p>Fine motor: Shows control in holding and using jugs to pour, hammers, books and mark-making tools.</p> <p>PE:</p> <ul style="list-style-type: none"> • Learning to climb small apparatus safely. • Ball skills (kicking, throwing, and catching). <p>Health & Self-care:</p> <ul style="list-style-type: none"> • Going to the toilet • Putting coats on. • Hand washing • Putting aprons on. 	<p>Fine motor: To use a tripod grip to hold writing tools. To use one-handed tool.</p> <p>PE:</p> <ul style="list-style-type: none"> • Movement and sense of space • Travels in a range of ways, e.g hopping, skipping etc <p>Health & Self-care:</p> <ul style="list-style-type: none"> • Understanding the safety of using small equipment and tools • Can take shoes off/put on pumps for P.E 	<p>Fine motor: To use a tripod grip to hold writing tools. To use one-handed tool.</p> <p>PE:</p> <ul style="list-style-type: none"> • Movement and sense of space • Travels in a range of ways, e.g hopping, skipping etc <p>Health & Self-care:</p> <ul style="list-style-type: none"> • Observes the effects of activity on their bodies -link to P.E lessons. 	<p>Fine motor: To use a tripod grip to hold writing tools. To use one-handed tool.</p> <p>PE:</p> <ul style="list-style-type: none"> • Can roll a ball. • Can kick a ball • Throwing a beanbag into a target. • Catch a ball <p>Health & Self-care:</p> <ul style="list-style-type: none"> • Healthy eating • Eats a healthy range of foodstuffs and understands need for variety in food 	<p>Fine motor: To copy some letters from their name.</p> <p>PE:</p> <ul style="list-style-type: none"> • Movement and sense of space • Travels in a range of ways, e.g hopping, skipping etc <p>Health & Self-care:</p> <ul style="list-style-type: none"> • Oral hygiene 	<p>Fine motor: To copy some letters from their name.</p> <p>PE:</p> <ul style="list-style-type: none"> • Can roll a ball. • Can kick a ball • Throwing a beanbag into a target. • Catch a ball <p>Health & Self-care:</p> <ul style="list-style-type: none"> • Shows understanding of how to transport and store equipment safely.
Literacy (Key Texts)	<ul style="list-style-type: none"> • Twinkle twinkle little star • Wheels on the bus • Humpty Dumpty • Baa Baa Black Sheep 	<ul style="list-style-type: none"> • My Mum and Dad make me laugh • Owl babies • Kipper's Birthday • Dear Santa 	<ul style="list-style-type: none"> • Farmer Duck • Rosie's Walk • The Gruffalo 	<ul style="list-style-type: none"> • Titch • Jasper's Beanstalk • The very hungry caterpillar 	<ul style="list-style-type: none"> • Postman Pat • Fireman Sam • Paw Patrol 	<ul style="list-style-type: none"> • The train ride • Whatever next • We're going on a bear hunt

	<ul style="list-style-type: none"> • Wind the bobbin up • 1,2,3,4,5 Once I caught a fish alive • Incy Wincy Spider. 					
Phonics – Letters and Sounds	Aspect 1	Aspect 2	Aspect 3	Aspect 4	Aspect 5	Aspect 6 and 7
Mathematics – Numbers and Shape, Space and Measure	<u>Number</u> Counting and number recognition	<u>Number</u> Counting and recognition <u>Space, shape and measure</u> <ul style="list-style-type: none"> • Size • 2D shapes • Positional Language 	<u>Number</u> Matching numeral with quantity. <u>Space, shape and measure</u> <ul style="list-style-type: none"> • 2D Shapes • Repeated Patterns 	<u>Number</u> Matching numeral with quantity. <u>Space, shape and measure</u> <ul style="list-style-type: none"> • Height • Positional language 	<u>Number</u> Making an amount/ Comparing quantities <u>Space, shape and measure</u> <ul style="list-style-type: none"> • Ordering by height Positional language 	<u>Number</u> Matching numeral with quantity. More and Less <u>Space, shape and measure</u> <ul style="list-style-type: none"> • 2D Shapes Repeated Patterns
Understanding the world – People and Communities and The World Technology	People and Communities <ul style="list-style-type: none"> • Enjoys pictures and stories about themselves, their families and other people • To act out experiences • To have our own friends • To talk about similarities and differences between oneself and friends. Cooking: Honey sandwiches	People and Communities <ul style="list-style-type: none"> • Shows interest in the lives of people who are familiar to them. • Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family. • Talk about significant events in their own experience. Cooking: 2D shape cookies,	The world <ul style="list-style-type: none"> • Can talk about some of the things they have observed such as plants, animals, natural and found objects. • Shows care and concern for living things and the environment. Cooking: Gruffalo Crumble	People and Communities <ul style="list-style-type: none"> • Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family. The World <ul style="list-style-type: none"> • Developing an understanding of changes over time. • Shows care and concern for living things and the 	People and Communities <ul style="list-style-type: none"> • Shows interest in different occupations and ways of life. 	People and Communities <ul style="list-style-type: none"> • Shows interest in different occupations and ways of life.

		birthday cake and Christmas cake		environment. Cooking: Make egg and cress and cheese and cress sandwiches		
Technology will be incorporated through free flow activities; see continuous provision planning.						
Expressive Arts and Design Painting, collage, cutting, junk modelling stations in continuous provision	Role play: Home Corner Skill: painting, selecting colours and objects Outcome: Self portraits	Role play: Home corner, owl babies den and Father Christmas' grotto Skill: painting, selecting colours and control of movement Outcome: marble painting, potato printing	Role play: Farm shop, Gruffalo's cave Skill: painting, selecting resources and exploring colours Outcome: collaged pictures, creating woodland animals using shapes	Role play: Baby clinic, garden centre and supermarket Skill: Painting and control of movement Outcome: Friend's portrait, symmetry painting	Role play: Post-office, fire station, superhero headquarters Skill: Junk modelling Outcome: Policeman using toilet rolls, fire trucks models	Role play: Travel agent, bear's cave, Home corner Skill: Junk modelling, collaging Outcome: Rocket and train model and collaged pictures