

YEAR OVERVIEW 2023-24 for EYFS

		HT1 (7 weeks)	HT2 (8 weeks)	HT3 (5 weeks)	HT4 (7 weeks)	HT5 (6 weeks)	HT6 (7 weeks)
Possible themes/ trips/enhanced provision/books		All about Me (Fiction Books - Silly Billy, Owl Babies, The Colour Monster Non-Fiction Books Pets/Family)	Once upon a Time (Fiction Books - Gingerbread Man, Fireworks, Gruffalo, Stick Man (Christmas) - Visitor - Pantomime/puppet show	Animals (On the Farm, Rumble in the Jungle, Non-fiction books about animals) - Visitor - Animal experience)	When I Grow Up (Non-Fiction - Jobs & aspirations) - Visitor - People Who Help Us, Community Police)	In the Garden (Fiction - The Very Hungry Caterpillar, Jasper's Beanstalk, Norman the Slug Non-Fiction - Exploring Plants/Environments) Trip- Heeley City Farm/Graves Park	World of Fantasy (Fiction - Room on the Broom, Zog, Supertato) Visitor - linked to World of Fantasy theme
3 prime areas of learning and development	Personal, Social and Emotional Development	<ul style="list-style-type: none"> - Recognising feeling and emotions, (links to The Colour Monster) - Explaining knowledge & asking questions - Resolving conflicts with others - Playing cooperatively - Developing sensitivity to others' needs and feelings - Forming positive relationships with adults and peers - Developing confidence & self-awareness - Aware of boundaries & expectations 					
	Communication and Language	<ul style="list-style-type: none"> - LEAP (baseline children during Autumn 1 term) & ongoing - Talk focus - linked to half termly topics & specific needs of the children - Listening in a range of contexts - Responding to stories, events and other people - Following instructions - Using language to communicate ideas - Use a range of tenses e.g. past, present and future forms - Developing narratives and explanations 					
	Physical Development	Gross Motor - Toileting independently - Dressing and undressing e.g. coat, jumpers etc. - General movement and special awareness Fine Motor Funky Fingers Dough Disco Introduction to cutting & joining tools Go Noodle	Gross Motor - Experiment with different ways of moving Fine motor: Funky Fingers Dough Disco Dominant hand - handling tools accurately e.g. pencils for writing	Gross Motor Balancing & travelling under, over, through equipment Funky Fingers Dough Disco Holding a pencil from a hold hand grasp to pincers	Gross Motor - Write Dance - Introduction PE equipment e.g. balls, bats, beanbags Fine motor: Funky Fingers Dough Disco Holding a pencil from pincer grip to tripod Importance of keeping healthy - brushing teeth	- Introduction to climbing PE equipment - Relay games	Importance of keeping healthy Gross Motor Jumping off an object using large apparatus Fine motor: Funky Fingers Dough Disco Use of scissors to cut accurately Sports Day preparation

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4 specific areas of learning and development	Literacy	CIP sentence work Name writing Listing perfect F2 child (rules) Features of books e.g. front cover, turning pages etc. Retelling story/sequencing (Owl babies) Environmental Print Multilingual/Multi-sensory books Colour Monster Trail	CIP sentence work Retelling story/sequencing Multilingual/Multi-sensory books Baking Gingerbread Men	Story maps Retelling story/sequencing Labelling animals	Speech bubbles Questions (hot seating) Factual writing Writing captions and simple sentences	Factual writing e.g. sunflower book, butterfly life-cycle Retelling story/sequencing Writing simple sentences Instructional writing	Rhyming words Writing simple sentences Imaginative writing Adjectives & Conjunctions Superhero Day - STEM activities, comic strip acting out
	Phonics	<ul style="list-style-type: none"> - Baseline Assessment & half termly assessments - Learning the names of the alphabet letters - Following RWI phonics scheme - Interventional phonics game linked to scheme 					
	Mathematics	Baseline assessment Numberblocks: Recognising & counting numbers from 1-5 One to one counting Matching numerals to quantity to 5. Bonds to 5 Number songs/actions (practical)	Numberblocks: Number recognition to 10. Subitising (estimating objects to 5) Number bonds to 10 Adding & subtracting 1 Odds & Evens Doubling	Composition of numbers to 10. Concept of zero Number Bonds within 10 Repeated patterns & space	Number composition up to 15 Number Bonds within 10 2D shapes including shapes in the environment Pattern Problem solving & reasoning - finding the missing number Adding multiples of the same number	Number recognition to 20. Number composition up to 20 Measuring weight & capacity Measuring lengths & heights (tracking plant growth)	Number recognition to 20. Number composition up to 20 Compare numbers Doubling & Halving Positional language (outdoors) Measuring time & distance (outdoors)
	Understanding the world	Investigation - linked to family background Similarities/differences in families, community & local area (map) Introduce uses of technology - tinkering	Similarities/differences in environments (linked to Stick Man story) e.g. urban/rural Exploring senses	Similarities/differences in animals Observations of living things Using visualizer to observe details	Similarities/differences in different occupations and ways of life Map work - Google Earth - looking at people who help us	Similarities/differences in insects, plants, environments Using visualizer to observe details	Use of technology - Beebots
	Expressive Arts and Design	Introduce tools/equipment in the Arts and Craft area. Modelling/demonstration of how to use tools and equipment safely. Realising tools can be used for a purpose Learning colours - rainbow song, (links to Literacy book, The colour Monster)	Creating with a purpose Introduce woodwork area (outdoors) Explore dance through Go Noodle	Crafting animal masks, pictures & models Introduce different joining & mark making tools Animal printing	Mixing colours e.g. water paints, poster paints	Observational drawings e.g. minibeasts Designing minibeasts e.g. clay models	Designing castles using clay Printing vegetables e.g. Supertato