

Milford School Curriculum – Year R Long Term Plan



Topic	Autumn 1 All About Me	Autumn 2 Once Upon a Time...	Spring 1 Superheroes	Spring 2 On The Move	Summer 1 Paws, Claws, Feathers and Fins	Summer 2 Food, Glorious Food
Key themes and Texts	Me and my New School Family/Owl Babies Friends/ All kinds of people My Body/ Funny Bones / Body Poems My house	Traditional Tales The Gingerbread Man Biscuit Bear The Magic Porridge Pot The Elves and the Shoe Maker	Supertato Super Ted People Who Help Us On Sudden Hill (friendship)	On the Road, Trains, Boats and Air Travel The Train Ride Naughty Bus inc. how to make... (non-fiction TfW instruction writing) Mrs Armitage Mr Gumpy's Outing	British wildlife Pets Farm Animals Fish Birds Jungle Animals 3BGG (TfW) Billy's Bucket Cockatoos The Great Pet Sale My Best Friend Bob Dear Zoo	Fruit and Veg Healthy Eating Food From Around the World Handa's Surprise Oliver's Vegetables Oliver's Fruit Salad Very Hungry Caterpillar Chocolate Cake poems – British Council / Michael Rosen
WOW, Visits and Visitors	Grandparents Day Pyjama Day Harvest	Cooking - Gingerbread Men Elves & Shoemaker CCTV/footprints	Real-life Superhero visitors Superhero School - scenarios / training Graduation Day (Dressing-up)	Naughty Bus classroom carnage Brooklands Museum Trip Wheeled-Vehicle Day	Hatching Chicks Pets Week Bird World Trip	Food Tasting Tuesley Strawberry Farm Trip
Values	Resilience	Independence	Respect	Empathy	Self-control	Courage
Quality Teacher Texts (Story times)	Percy The Park-Keeper stories				Percy The Park-Keeper stories Hairy MaClary The Enormous Crocodile The Hodgeheg	
Characteristics of Effective Learning	Playing and exploring <ul style="list-style-type: none"> finding out and exploring using what they know in their play being willing to have a go 		Active learning <ul style="list-style-type: none"> being involved and concentrating keeping on trying enjoying achieving what they set out to do 		Creating and thinking critically <ul style="list-style-type: none"> having their own ideas using what they already know to learn new things choosing ways to do things and finding new ways 	



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Communication and Language	Listening, Attention and Understanding	Understand how to listen carefully and why listening is important				Listen to and talk about selected non-fiction texts	
		Engage in storytimes					
		Listen carefully to rhymes and songs					
		(ongoing -) Learn new vocabulary	Begin to describe events	Asking questions	Describe events in more detail	Asking questions	Use talk to work out problems and organise thinking and activities e.g. explaining how things work and why they might happen
	Speaking	Develop social phrases Speaking in full sentences Learn rhymes	Talk about stories Learn songs e.g. Christmas songs	Articulate their ideas and thoughts in well-formed sentences Re-tell stories	Re-tell stories with more detail	Use a range of connectives orally Re-tell stories with some exact repetition	Learn poems
Personal, Social and Emotional Development (PSED)	Self-Regulation	Our School Rules Our Golden Words	Firework Safety				Healthy Eating
	Managing Self	School Values					
		Family Links Nurturing Programme					
	Building Relationships	Pantosaurus	E-Safety	Pantosaurus	E-Safety	Drugs as Medicines – Keeping Safe	Confident to try new things (fruit/food).
Physical Development	Gross Motor Skills (including PE)	Games – Fundamental Movements/Travelling	Dance – Responding to a stimulus Gymnastics – Movement and balance	Games - Sending and receiving – Beanbags and balls	Gymnastics – Shapes and Movement	Games – Sending and receiving - Bat and ball	Athletics Sports Day
	Fine Motor Skills (including PenPals)	Daily Funky Fingers PenPals - Long-legged Giraffe Letters	Daily Funky Fingers PenPals - One-armed Robots	Daily Funky Fingers PenPals – Curly Caterpillar Letters	Daily Funky Fingers PenPals – Curly Caterpillar Letters	Funky Fingers in cont. provision only PenPals – Zig Zag Monster Letters	Funky Fingers in cont. provision only PenPals - assessment & consolidation



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Literacy	Comprehension	Talk about the pictures Tell a story from the pictures	Modelling use of role play area – children begin to re-enact independently Begin to describe main story settings, events and characters	Anticipate key events in stories	Describe main story settings, events and characters in more detail	Knows information can be retrieved from books, computers etc. Talk about what they enjoyed in a book	Recall and discuss stories and information that has been read to them or they have read themselves Compare books with those already read
	Word Reading	Monster Phonics Phase 1 and 2	Monster Phonics Phase 2	Monster Phonics Phase 2 recap and phase 3 CVC words	Monster Phonics Phase 3	Monster Phonics Phase 3 recap and phase 4	Monster Phonics Phase 4
	Writing	Goldilocks and the Three Bears (TfW) Name writing Initial letter sounds Give meaning to marks they make	The Gingerbread Man (TfW) Initial, medial and final sounds/cvc words Writing modelled in play Giving meaning to marks they make Begins to break the flow of speech into words Continue a rhyming string	Model captions/sentences Write independently through play Model persuasive writing (Evil Pea) Beginning to write captions Blend and segment cvc words and some phase 3 words Spell some high frequency words	Captions Instruction writing Write cvc and phase 3 words	The Three Billy Goats Gruff (TfW fiction) Hatching Eggs (TfW Non-fiction) Ccvc, cvcc, ccvcc and phase 3 sounds	The Enormous Turnip (TfW) Handa's Surprise



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Maths	Number	BASELINE ASSESSMENT (First 3 weeks)	White Rose Maths <i>Phase 2- 'It's Me, 1,2,3!'</i> Representing 1, 2 & 3 Comparing 1, 2 & 3 Composition 1, 2 & 3 Circles and Triangles Positional Language	White Rose Maths <i>Phase 4- 'Alive in 5!'</i> Introducing Zero Comparing Numbers to 5 Composition of 4 & 5 Compare Mass Compare Capacity	White Rose Maths <i>Phase 6- 'Building 9 and 10'</i> 9 & 10 Comparing Numbers to 10 Bonds to 10 3D Shape Pattern	White Rose Maths <i>Phase 7- 'Superhero to 20 and Beyond'</i> Building Numbers Beyond 10 Counting Patterns Beyond 10 Spatial Reasoning (1) Match, Rotate, Manipulate	White Rose Maths <i>Phase 9 - 'Find my Pattern'</i> Doubling Sharing and grouping Even and Odd Spatial Reasoning (3) Visualise and Build
	Numerical Patterns	White Rose Maths <i>Phase 1- 'Just Like Me'</i> Match and Sort Compare Amounts Compare size, mass, capacity Exploring Pattern	<i>Phase 3- 'Light and Dark'</i> Representing numbers to 5 One more and less Shapes with 4 sides Time CONSOLIDATION	<i>Phase 5- 'Growing 6, 7, 8'</i> 6, 7 & 8 Making Pairs Combining 2 Groups Length & Height Time	CONSOLIDATION	<i>Phase 8 - 'First then Now'</i> Adding More Taking Away Spatial Reasoning (2) Compose and Decompose	<i>Phase 10 - 'On the Move'</i> Deepening Understanding Patterns and Relationships Spatial Reasoning (4) Mapping CONSOLIDATION
Understanding the World	Past and Present	My personal timeline (My history) Grandparents – What was it like when you were at school? [Comment on images of familiar situations in the past – old schools and toys]	Bonfire Night [Guy Fawkes – compare and contrast characters from stories inc. figures from the past] Remembrance Day Traditional Tales [Elves & the Shoemaker]	Talk about the lives of the people around them and their roles in society (People who help us)	Old and new transport (inc. Brooklands)	Pre-historic animals / animal extinction	Similarities and differences between things in the past and now - Old and new historical items (Guided Reading) - food containers and other items (e.g. phones, cameras, record player)



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	People, Cultures and Communities (including RE Agreed Syllabus)	My family My friends – similarities and differences Describe their immediate environment RE - Who am I? Where do I belong?	RE - Why do we have Celebrations? What makes a place special? Diwali Christmas Hanukkah	People who help us in our community RE - Special things	Road safety Traffic survey Different types of transport – water, air, land RE - What can we learn from stories? Special Books	Animals around the world [link to maps] RE- What makes our World wonderful?	Food from around the World [link to maps in Maths] An African Village
	The Natural World	Harvest Autumn (inc Autumn Walks, observing similarities, differences, patterns and change in nature – describing what they see, hear and feel whilst outside and drawing plants/ animals)	Winter Light and Colour	Describing different materials Changing states of matter (ice / water / steam)	Spring (inc Spring Walks, observing similarities, differences, patterns and change in nature and drawing plants) Life cycle of a frog Floating /sinking	Animals – similarities and differences (describing what they see, hear and feel) Farm Animals and their young What do farm animals produce for us? British Wildlife Wild Animals around the World Birds / Fish / Pets	Summer (as Spring) Life cycle of a butterfly Growing plants/ Plants as food Taking care of our world – recycling, reusing, reducing
Expressive Arts and Design	Creating with Materials	Printing Introduce workshop Drawing people/faces Nursery Rhymes Body songs and body parts as instruments Music Express	Collage Painting Techniques Salt dough	Designing and making using boxes - safely use and explore a variety of materials, tools and techniques; share creations and explain process Watercolour	Split pin bus	Animal print – creating texture/ pattern (pencils / oil pastels) Collage Clay – creating form (ball and pinch, ball, flatten and shape)	Still life drawing with different media – shape and tone Natural Art



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	Being Imaginative and Expressive	Home Role-Play Doctors Role-Play Autumn Dance	Shoe Shop Role-Play Santa's Elves Workshop Firework Dance	Superhero school/ Rescue Centre Role-play	Airport Role-Play	Vets Role-Play Pet Shop Role-Play Act out The Three Billy Goats Gruff Carnival of the animals Dance	Café Role-Play Supermarket Role-Play
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