



Enchanting Elmer



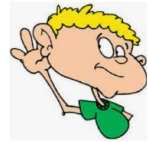
Nursery Curriculum Map - Autumn 2 - 2022

Communication and Language

Understand a question or instruction that has two parts, such as "Get your coat and wait at the door".



Enjoy listening to longer stories and can remember much of what happens.



Personal, Social and Emotional Development

Find solutions to conflicts and rivalries.

For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas.



Increasingly follow rules, understanding why they are important.



Become more outgoing with unfamiliar people, in the safe context of their setting.



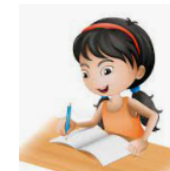
Physical Development

Start taking part in some group activities which they make up for themselves, or in teams.

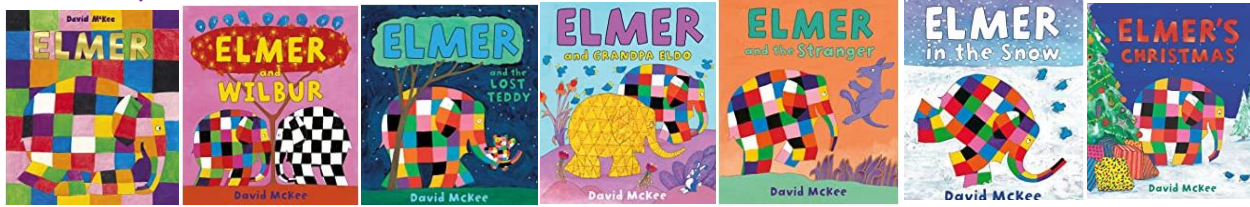
Skip, hop, stand on one leg and hold a pose for a game like musical statues.

Use large-muscle movements to wave flags and streamers, paint and make marks.

Show a preference for a dominant hand.



Literacy



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

Phonics - Phase 1

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

Writing

- 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; writing 'm' for mummy.



Mathematics

- Say one number for each item in order: 1, 2, 3, 4, 5.
- Make comparisons between objects relating to size, length, weight and capacity
- Combine shapes to make new ones - an arch, a bigger triangle, etc.
- Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').
- Experiment with their own symbols and marks as well as numerals.
- 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'.
- Describe a familiar route.
- Discuss routes and locations, using words like 'in front of' and 'behind'.
- Make comparisons between objects relating to size, length, weight and capacity
- Combine shapes to make new ones - an arch, a bigger triangle, etc.



Understanding the World Past and Present - History

Begin to make sense of their own life story and family history.



People, Culture and Communities RE and Geography

Know that there are different countries in the world and talk about the differences they have experienced or seen in photos.



The Natural World - Science

Use all their senses in hands-on exploration of natural materials

Understand the key features of the life cycle of a plant and an animal

Explore how things work.



Expressive Art and Design

Art

Explore colour and colour-mixing.



Create closed shapes with continuous lines, and begin to use these shapes to represent objects.

Music

Listen with increased attention to sounds.

Respond to what they have heard, expressing their thoughts and feelings.

Remember and sing entire songs.

