



Pendragon Community Primary School

Foundation Stage – Long Term Planning

Characteristics of Effective Teaching and Learning

Playing and Exploring – Engagement			Active Learning – Motivation		Creating and Thinking Critically - Thinking	
	Autumn 1 All About Me	Autumn 2 Let's Play – Toys and shape	Spring 1 Homes and Castles	Spring 2 We're going on a journey	Summer 1 Let it Grow	Summer 2 Amazing Animals
PSED	<ul style="list-style-type: none"> Following rules and school expectations School motto REACH- Respect, Effort, Achieve, Challenge <ul style="list-style-type: none"> Turn taking and sharing Playing with others Making new friends Developing independence Resolving conflict Expressing own and others' feelings and emotions 				<ul style="list-style-type: none"> Moving on – new beginnings Transition into Year 1 story time and free flow Describing self – likes/dislikes, strengths, areas of development 	
	Beginning and belonging My Family, My Friends My Emotions		Identities and diversity	Citizenship – Me and My World Keeping Safe	Healthy Lifestyles My Body and Growing Up Keeping safe	

Physical Dev	<p>Fine motor skills</p> <ul style="list-style-type: none"> Develop pincer grip - large tweezers, 3D objects such as cubes, corks and pom poms, threading through large holes Malleable - Play dough - application of pressure Scissor skills – snipping, cutting along straight and curved lines Exploration of various tools – chunky paint brush, long handled. Large nib/chunky pens Mark make – lines and simple shapes. Develop understanding of language left to right, up, down, around Mark make for graphemes taught <p>Gross motor skills</p> <ul style="list-style-type: none"> Introduction to PE unit 1 – basic principles of PE. Find a space, freeze on command, use and share equipment Travel in different ways including run, jump, skip Gymnastics Unit 1 – creating shapes, balances and jumps, rocking and rolling Copy, create, remember and repeat short sequences. 	<p>Fine Motor skills</p> <ul style="list-style-type: none"> Continue to develop small tweezers, pincer grip using small 3D objects such as foam shapes, buttons, marbles, threading small holes Malleable - Play dough - application of pressure, moulding into shape. Scissor skills – cutting along & around basic shapes Exploration of various tools – medium paint brush, short handled. Large nib/chunky pens Using tools with greater control Use of dominant hand/pencil grip Mark make for graphemes taught <p>Gross motor skills</p> <ul style="list-style-type: none"> Balance Ability – bike safety, how to use a bike. Starting, stopping and changing direction Introduction to PE unit 2 – continue to develop basic principles of PE. Find a space, freeze on command, use and share equipment Travel in different ways including run, jump, skip Play simple games, rules of a game Dance Unit 1 – Travelling movements, shapes and balances Copy, repeat and remember actions Introduced to counting to keep in time to the music 	<p>Fine Motor skills</p> <ul style="list-style-type: none"> Pincer grip using 2d objects such as sequins and flat shapes, threading small holes Malleable – foam dough. Application of pressure moulding into shapes. Kneading and flattening. Scissor skills – cutting card and materials other than paper Exploration of various tools – short handled brushes. Large nib/chunky and finer pens Developing control in letter formation using pens and pencils Use of dominant hand/pencil grip – tripod grip Develop accuracy in letter formation <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Travelling in different ways plus hopping, skipping Fundamentals to PE Unit 1 – balancing running and changing direction, jumping, hopping and travelling. Working independently and with a partner Gymnastics Unit 2 – creating shapes, balances, jumps and rolls Perform on the floor and apparatus Begin to understand using levels 	<p>Fine Motor Skills</p> <ul style="list-style-type: none"> Pincer grip using small objects such as nuts and bolts Twisting and turning actions to open and close Malleable – foam dough & kinetic sand. Application of pressure moulding into shapes Scissor skills – more accuracy shown in cutting a variety of materials Use of dominant hand/pencil grip – tripod grip Continue to develop accuracy in letter formation <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Large obstacle building Fundamentals Unit 2 – skills of balancing, running, hopping, jumping, travelling and changing direction Handle equipment independently and with a partner Dance Unit 2 – explore travelling, actions, shapes and balances Choose own actions in response to a stimulus Continue to use counting to help keep in time with music Perform to others and begin to provide feedback. 	<p>Fine Motor Skills</p> <ul style="list-style-type: none"> Pincer group using needles to thread and weave Malleable – plasticene moulding into shapes ie fruit and vegetables Using pencils to sketch and draw with increased accuracy and detail Build fluency in letter formation including capital letters <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Ball Skills Unit 1 – rolling and receiving a ball Throwing to a target Bouncing and catching Dribbling with feet and kicking a ball Work independently and with a partner Games Unit 1 – practise and further develop fundamental movement skills through games Learn how to score and play by rules, how to work with a partner and as part of a team Learn how to behave when winning and losing 	<p>Fine Motor Skills</p> <ul style="list-style-type: none"> Stretching finger and hands activities including cat's cradle, wrapping and untying, elastic bands on animals Malleable – plasticene moulding into shapes ie animals Using pencils to sketch and draw with increased accuracy and detail Build fluency in letter formation including capital letters <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Ball Skills Unit 2 – continue to develop fundamental ball skills such as throwing and catching, rolling, using targets, dribbling with feet, kicking, bouncing and catching Work independently and with a partner Develop decision making and using simple tactics Games Unit 2 – practise and further develop fundamental movement skills Learn and develop these skills by playing a variety of games Learn how to work as a team, take turns, keep the score, play against a component and play by the rules
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C & L	<ul style="list-style-type: none"> Learn and use new vocabulary Share All about me box Listen to others Express ideas – talking in sentences Follow instructions Talk about own experiences Develop listening skills Hold a conversation Talk about books and rhymes Engage in story time 	<ul style="list-style-type: none"> Learn and use new vocabulary Engage in story time Talk in sentences Talk about stories – building understanding Ask questions Follow instructions Talk about past events Continue to develop listening skills 	<ul style="list-style-type: none"> Learn and use new vocabulary Asking questions Use language to imagine and recreate roles Express ideas by extending their sentences Use a range of connectives when talking Retell known stories 	<ul style="list-style-type: none"> Learn and use new vocabulary Describe story settings, events and characters Retell known stories Respond to stories and events Talk about past events 	<ul style="list-style-type: none"> Learn and use new vocabulary Following a story Answer how and why questions Extend vocabulary Develop awareness of story structure Use talk to organise and sequence events Retell stories with increased detail 	<ul style="list-style-type: none"> Learn and use new vocabulary Describe story setting, events, characters Develop awareness of story structure Talk about past events Make up own stories



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Literacy	<ul style="list-style-type: none"> Little Wandle Oral blending Hear and identify initial phonemes Phase 2 s,a,t,p,i,n,m,d,g,o,c,k,ck,e,u,r,h,b,f, l Blending to read Phase 2 sight words Print all around us Drawing Club – early mark making to develop an understanding that print carries meaning Core texts - Colour Monster, Peace at last, Beegu, Harold finds a voice, The Little Red Hen 	<ul style="list-style-type: none"> Little Wandle Oral blending Hearing and identifying initial and final phonemes Phase 2 ff,ll,ss,j,v,w,x,y,z,zz,j,v,w,x,y,z,zz,sh,ch,ngnk,th,qu Blend to read Segment to spell words Phase 2 sight words Drawing Club – segment to spell cvc, write simple caption Core texts - Not a box, Kipper's Toy Box, The Gingerbread Man, Noddy and the bouncing ball, Toy story, Dear Santa 	<ul style="list-style-type: none"> Little Wandle Oral blending Phase 3 ai, ee,oo,oo,igh,oa,ar,or,ur,ow,oi,ear,air Double letters, longer words, words ending ing Phase 3 sight words Segment to spell Drawing Club – segment to spell cvc and tricky words Write lists and simple sentences Core texts - The Three Little Pigs, The Pet Poem, George and the dragon, The Kiss that missed, Usborne Look inside a Castle 	<ul style="list-style-type: none"> Little Wandle Oral blending ai,ee,oo,oo,igh,oa,ar,or,ur,ow,oi,ear,air Double letters, longer words, words ending ing Phase 3 sight words Segment to spell Drawing Club – segment to spell cvc and write tricky words Write simple sentences Core texts -Bear on a bike, We're Going on a bear Hunt, Hansel and Gretel , Mr Gumpy's Outing 	<ul style="list-style-type: none"> Little Wandle Oral blending Phase 4 Reading and spelling ccvc, cvcc, ccvcc words with short vowels Phase 4 sight words Drawing Club – segment to spell ccvc, cvcc, ccvcc and write tricky words Write sentences and punctuate Write instructions Core texts – Jasper's Beanstalk, Oliver's vegetables, Jack and the beanstalk, Supertato, Poddington Peas 	<ul style="list-style-type: none"> Little Wandle Oral blending Phase 4 Reading and spelling ccvc,cvcc,ccvcc words with long vowels Phase 4 sight words Drawing Club – segment to spell ccvc, cvcc, ccvcc and write tricky words Write sentences and punctuate Write information text Core texts - Wild, Monkey Puzzle, Handa's Surprise, The Girl who loves Bugs, The Big Bad Bug, My Encyclopaedia of very important animals



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Maths	<ul style="list-style-type: none"> Subitising – knowing how many dots without counting up to 3 Stable order (chant counting) to 5, 10, then 20 Count back from 10 One-one correspondence – counting objects Cardinal value – knowing the last number matches the total Number sense 1, 2, 3 Explore 1 more/1 less Addition and subtraction facts to 3 (composition of 3) Number recognition to 5 Compare size, mass and capacity Talk about simple patterns Copy, continue and create simple patterns. 	<ul style="list-style-type: none"> Subitising – knowing how many dots without counting up to 5 Stable order (chant counting) to 20 Count back from 20 One-one correspondence – counting objects Cardinal value – knowing the last number matches the total Number sense 4 and 5 Addition and subtraction facts to 5 (composition up to 5) Explore 1 more/1 less Identify, name and compare circles and triangles Identify, name and combine shapes with four sides Explore shapes in the environment Describe position 	<ul style="list-style-type: none"> Subitising – knowing how many dots without counting up to 6 Stable order 20 Count back from 20 One-one correspondence – counting objects Cardinal value – knowing the last number matches the total Further develop number sense to 5 Addition and subtraction facts to 5 (composition up to 5) Number sense 6, 7, 8 Explore odd and even numbers to 8 Learn doubles to 8 Compare mass Explore and compare capacity 	<ul style="list-style-type: none"> Subitising – knowing how many dots without counting up to 6 Stable order to 20 Count back from 20 Count in 2s to 10, then 20 Explore and compare length Explore and compare height Talk about time Order and sequence time – days of the week Recognise and name 3D shapes Find 3D shapes in the environment Use 3D shapes for constructing Look for patterns in the environment Explore more complex patterns Copy and continue patterns 	<ul style="list-style-type: none"> Build understanding of numbers beyond 10, 11 to 20 Continue patterns beyond 10, 11 to 20 Count beyond 20 Addition and subtraction within 10 Select shapes for a purpose Rotate shapes Explain shape arrangements Copy 2D shape pictures Find 2D shapes within 3D shapes 	<ul style="list-style-type: none"> Deepen understanding of numbers to 10. Continue to build understanding of numbers beyond 10, 11 to 20 Count beyond 20 Explore sharing Explore grouping Even and odd sharing Play with and build doubles Identify units of repeating patterns Explore pattern rules and create own Give instructions to build using positional language



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Und. the World	<ul style="list-style-type: none"> Share 'All about me' boxes Talk about our family Talk about our likes/dislikes Talk about places we like to visit Become familiar with the school layout and places within in school Explore the five senses Name basic body parts Talk about celebrations within our family including birthdays, Christmas, weddings, christenings, Halloween, Eid, Diwali Name the season Autumn and recognise signs of Autumn Explore the work of Jackson Pollock, Piet Mondrian and Wassily Kandinsky, discussing colours 	<ul style="list-style-type: none"> Explore toys old and new Explore how toys work Name the materials toys are made from Explore the movement of toys/puppets/soldiers Use torches to explore light and changing the colour of light using different materials Name the seasons – Autumn and Winter The story of the first Christmas Explore festivals including Bonfire Night, Diwali, Halloween Tell the story of the Nativity at as school production and during a visit to St Peter's church in the village 	<ul style="list-style-type: none"> Talk about our own home and what it is like Name different types of houses and homes Further explore materials Explore different houses and homes on a village walk Homes – now and then Explore castles as homes, talk about their features and compare to own homes. Talk about the role of a King & Queen and know about the King of England & Queen Elizabeth 11 Royal banquet day Name the season Winter and recognise signs of Winter 	<ul style="list-style-type: none"> Know we live in England and London is the capital Name other countries in the world – places children have visited Talk about different countries in the world using a globe and world maps Talk about Journeys we have taken Early Map work – including drawing own and following simple maps Orienteering – Haven, village and local park. Recognise features and amenities within our village Compare and contrast to different localities such as Cambridge, London and the seaside. Name different forms of transport Name the season Spring and recognise signs of Spring Learn about The Easter Story 	<ul style="list-style-type: none"> Explore different fruits and vegetables Talk about where in the world different fruits and vegetables come from? Locate countries on a globe, talk about how they might have been transported Observe nature and plant growth in the outdoor area and surrounding areas Grow plants including own bean. Take care of own plant Healthy living and the importance of exercise Explore how Christians believe the world was created Continue to recognise signs of Spring 	<ul style="list-style-type: none"> Name some animals and begin to talk about their characteristics as well as what they eat and how they move Know some animal groups including mammals, birds and mini beasts Know the names of some animal habitats Explore different countries where animals live Visit Woburn Safari Park Visit the Haven to observe nature and animals Name some mini beasts and talk about their characteristics Take part in mini beast hunting Compare Handa's life to ours in Papworth Name the season Summer and recognise signs of Summer



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Expressive Arts & Design	<ul style="list-style-type: none"> Singing nursery rhymes Small world play linked to core texts Role play – home corner Making own musical instruments Mark making through the work of famous artists – Pollock, Mondrian, Kandinsky Exploring textures of paint, gloop, water and flour Using different media to create marks – spots, dots, lines, curved, straight Making shapes using body, ribbons and scarves Explore ways to join materials – glue and tape 	<ul style="list-style-type: none"> Singing nursery rhymes Small world play linked to core texts Role play – Toy shop/museum, Nativity Learn whole class script for the First Christmas Perform production songs Make a cup and ball Colour mixing – using poster paint to make orange Paint a picture of favourite toy Sketch a toy – introduce outline first then detail Explore different techniques and media to create a yearly calendar 	<ul style="list-style-type: none"> Singing nursery rhymes Small world play linked to core text Role play – Pet care, Castle Explore simple joining techniques for folding and making slits Paper plate dragons Plan and make a junk model castle Listening and responding to medieval music Learn medieval dancing – circle and down Dress for banquet day – perform dances Use a range of marks, lines and shapes to create own design on a paper shield 	<ul style="list-style-type: none"> Singing nursery rhymes and songs about journeys Small world play linked to core texts Role play – Bear Hunt tuft spot, car, train, aeroplane Explore textures – mud, water, sand, gravel and grass Make a bear hunt collage – manipulate different materials to create different effects Design and make a junk model vehicle Construct different vehicles using a range of materials (large & small) 	<ul style="list-style-type: none"> Singing nursery rhymes and songs about growing Small world play linked to core texts Role play fruit and vegetable shop Explore musical instruments – playing out syllables Observational drawings – plants Using pastels and chalk to create pictures of plants Using real fruit and vegetables to create a portrait in style of Giuseppe Arcimboldi Colour mixing using powder paint to create different shades of green Mould plasticene into fruit and vegetable shapes. 	<ul style="list-style-type: none"> Singing nursery rhymes and songs about animals Small world play linked to core texts Role play – forest/ jungle Painting animals Observational drawings of animals and mini beasts Use natural resources to create pictures of mini beasts Use plasticene to create different animals Explore texture – fir cones, leaves, bark, grass