



Pendragon Community Primary School

Foundation Stage – Long Term Planning CURRENTLY REVIEWED HALF TERMLY IN LIGHT OF NEW FRAMEWORK

Characteristics of Effective Teaching and Learning

Characteristics of Effective Teaching and Learning						
Playing and Exploring – Engagement		Active Learning – Motivation		Creating and Thinking Critically - Thinking		
	Autumn 1 What makes our lives wonderful? All About Me	Autumn 2 Who has changed our world? Let's Play	Spring 1 How is life different to that of our ancestors? Homes and Castles	Spring 2 Where will your next adventure take you? We're going on a journey	Summer 1 What makes our planet so amazing? Let it Grow	Summer 2 What makes our planet so amazing? 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 <ul style="list-style-type: none"> 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 	
	All about me Beginning and belonging including 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	



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Physical Dev	Fine motor skills <ul style="list-style-type: none"> Large tweezers, pincer grip using large 3d objects such as cubes, corks and pom poms, threading large holes Malleable - Play dough - application of pressure Scissor skills – snipping, cutting along straight lines Cooking – stirring and pouring Exploration of various tools – chunky paint brush, long handled. Large nib/chunky pens Mark making – lines and simple shapes. Language left to right, up and down, over the top, back around Gross motor skills <ul style="list-style-type: none"> Travelling in different ways walking, running, marching, jumping Cambs Scheme Games Fundamentals 1 Beanbag work Long ribbons/scarves – large arm movements 	Fine Motor skills <ul style="list-style-type: none"> Small tweezers, pincer grip using small 3d objects such as foam shapes, buttons, marbles, threading small holes Malleable - Play dough - application of pressure, moulding Scissor skills – cutting along & around basic shapes Cooking – mixing, stirring, moulding dough Exploration of various tools – medium paint brush, short handled. Large nib/chunky pens Using tools with greater control Use of dominant hand/pencil grip Begin to attempt cursive formation – sensory Gross motor skills <ul style="list-style-type: none"> Travelling in different ways plus hopping, skipping Cambs scheme Games Fundamentals Unit 1 large ball skills Cambs Dance – On Parade 	Fine Motor skills <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 Scissor skills – cutting card and materials other than paper Cooking – rolling, kneading and flattening, grating 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 Gross Motor Skills <ul style="list-style-type: none"> Travelling in different ways plus hopping, skipping Cambs scheme Gym Fun Gum Shapes Medieval dance – line & circle dance. Application of skipping and side stepping. 	Fine Motor Skills <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 Cooking – spreading and cutting soft foods Use of dominant hand/pencil grip – tripod grip Continue to develop accuracy in letter formation Gross Motor Skills <ul style="list-style-type: none"> Cambs scheme Games Fundamentals Unit 1 small ball skills and rackets Cambs scheme Gym Fun Gum Shapes using large indoor equipment Large obstacle building 	Fine Motor Skills <ul style="list-style-type: none"> Pincer group using needles to thread and weave Malleable – plasticene moulding into shapes ie fruit and vegetables Cooking – using a knife and peeler Using pencils to sketch and draw with increased accuracy and detail Build fluency in letter formation including capital letters Making healthy food choices Gross Motor Skills <ul style="list-style-type: none"> Cambs scheme Gym Fun Gum Shapes using large indoor equipment Target games – beanbag, small balls, quoits and hoops Dance – BBC Time to Move Fruit and Veg combining a sequence of movements 	Fine Motor Skills <ul style="list-style-type: none"> Stretching finger and hands activities including cats cradle, wrapping and untying, elastic bands on animals Malleable – plasticene moulding into shapes ie animals Cooking – whisking Using pencils to sketch and draw with increased accuracy and detail Build fluency in letter formation including capital letters Making healthy food choices Gross Motor Skills <ul style="list-style-type: none"> Team games – relay using all skills learned throughout the year Large Gym Equipment – bench work, tables, wall bars



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Com & Lang	<ul style="list-style-type: none"> Sing familiar songs and rhymes Learn new songs and rhymes Learn and use new vocabulary Engage in story time Share All about me box Explore basic skills of listening Express ideas – talking in sentences Follow instructions Talk about own experiences Hold a conversation Talk about books and rhymes Black level 1 questions – naming Blank level 2 questions - describing 	<ul style="list-style-type: none"> Sing familiar songs and rhymes Learn new songs and rhymes Learn and use new vocabulary Engage in story time Listen to others and respond Engage in story time Talk in sentences Talk about stories – building understanding Talk about favourite toy Describe toys Follow instructions Talk about past events Black level 1 and 2 questions Black level 3 questions – retelling 	<ul style="list-style-type: none"> Sing familiar songs and rhymes Learn new songs and rhymes My Pet poem Learn and use new vocabulary Engage in story time Ask questions in response to what others are saying Use language to imagine and recreate roles Express ideas by extending their sentences Use a range of connectives when talking Retell known stories Black level 1 and 2 questions Black level 3 questions – retelling Blank level 3 questions - justifying 	<ul style="list-style-type: none"> Sing familiar songs and rhymes Learn new songs and rhymes Transport poetry Learn and use new vocabulary Engage in story time Ask questions to find out more Describe story settings, events and characters Retell known stories Respond to stories and events Talk about past events Describe events in some detail Black level 1 and 2 questions Black level 3 questions – retelling Blank level 3 questions - justifying 	<ul style="list-style-type: none"> Sing familiar songs and rhymes Learn new songs and rhymes Poetry about growing Learn and use new vocabulary Engage in story time Answering how and why questions Follow a story, the retell using increased detail Extend vocabulary Use talk to organise and sequence events Black level 1 and 2 questions Black level 3 questions – retelling Blank level 3 questions - justifying 	<ul style="list-style-type: none"> Sing familiar songs and rhymes Learn new songs and rhymes Animal poems Learn and use new vocabulary Engage in story time Answer how and why questions Describe story setting, events, characters Talking about past events Making up own stories Black level 1 and 2 questions Black level 3 questions – retelling Blank level 3 questions - justifying



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Literacy	<ul style="list-style-type: none"> ▪ StoryTime Phonics ▪ Oral blending ▪ Hear and identify initial phonemes ▪ Letters and sounds phase 2 ▪ Blend to read ▪ Phase 2 sight words ▪ Recognise own name ▪ Print all around us ▪ Favourite authors 	<ul style="list-style-type: none"> ▪ StoryTime Phonics ▪ Oral blending ▪ Hear and identify initial and final phonemes ▪ Letters and sounds phase 2/3 ▪ Blend to read ▪ Phase 2/3 sight words ▪ Kipper's Toy Box ▪ Non-fiction Toys and Games then and now ▪ Write own name ▪ Segment to spell cvc words ▪ GPC when writing ▪ Write labels ▪ Write a list 	<ul style="list-style-type: none"> ▪ StoryTime Phonics ▪ Oral blending ▪ Letters and sounds phase 3 ▪ Phase 3 sight words ▪ Poetry – The Pet ▪ George and the dragon ▪ Non-fiction – Castle life ▪ Segment to spell cvc words including phase 2 and 3 ▪ GPC when writing ▪ Write labels ▪ Write a list ▪ Introduce adjectives ▪ Introduce simple sentence writing 	<ul style="list-style-type: none"> ▪ StoryTime phonics ▪ Oral blending ▪ Letters and sounds phase 3/4 ▪ Phase 3/4 sight words ▪ We're going a bear hunt ▪ Bear on a bike ▪ Transport poems ▪ Use adjectives with increasing confidence ▪ Begin to write a simple sentence ▪ Write a recount ▪ Poetry – write own based on familiar rhymes 	<ul style="list-style-type: none"> ▪ StoryTime phonics ▪ Oral blending ▪ Letters and sounds phase 4 ▪ Phase 4 sight words ▪ Jasper's Beanstalk ▪ Oliver's vegetables ▪ Non-fiction - How to grow a flower ▪ Develop awareness of story structure ▪ Develop sentence writing including the use of a sentence checklist ▪ Recall story events through simple sentences ▪ Write instructions 	<ul style="list-style-type: none"> ▪ Consolidate phases 3 and 4 through reading and writing ▪ Handa's Surprise ▪ Wild by Emily Hughes ▪ Non-fiction Little book of big Reptiles ▪ Creepy Crawlies ▪ Features of Non Fiction ▪ Further develop sentence writing ▪ Use awareness of story structure to write own short story based on the structure of Handa ▪ Write a recount ▪ Write information about animals



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Maths	<ul style="list-style-type: none"> KIRFs counting 0 to 5 then 10 Principles of counting: oral counting, one-one correspondence, abstract, cardinal value. All to 5 then 10. Number recognition to 5. Matching numeral to cardinal value. Number sense 1 ,2, 3 – Three Little Pigs, Goldilocks, three Billy Goats Gruff Subitising to 3 using objects and visuals Introduce Numicon Dotty patterns – discussing and making own Dice games for subitising to 3 Dominoes for number bonds to 3 including doubles Money 1p, 2p Addition and subtraction facts to 3 	<ul style="list-style-type: none"> KIRFs counting 0 to 10 and beyond Principles of counting: oral counting, one-one correspondence, abstract, cardinal value to 10. Number recognition to 5. Matching numeral to cardinal value. Number sense 4 – Witches Four, Pete and his four Groovy buttons Subitising to 4 Numicon up to 4 Continue to explore dotty patterns Dice games for subitising to 4 Dominoes for number bonds to 4 including doubles Money 1p, 2p Addition and subtraction up to 4 Introduce whole/part model 3d and 2d shapes and their properties AB patterns 	<ul style="list-style-type: none"> KIRFs securing number bonds to 4 Principles of counting: stable order to 20, one-one correspondence, to 10, abstract Number recognition to 15. Matching numeral to cardinal value to 10. Number sense 5 – Room on a Broom, Squash and squeeze Subitising to 5 Numicon up to 5 Continue to explore dotty patterns Dice games for subitising to 5 including facts Dominoes for number bonds to 5 Fives Frames for exploring 5 Money 1p, 2p, 5p Addition and subtraction up to 5 Consolidate 3d and 2d shape AB, ABB pattern 	<ul style="list-style-type: none"> KIRFs securing number bonds to 5 Principles of counting: stable order to 20, one-one correspondence to 10, abstract Number recognition to 15. Matching numeral to cardinal value to 10. Ordering to 10. Number sense 6 – Six Dinner Sid Subitising to 6 Numicon up to 6 Continue to explore dotty patterns Dice games for subitising to 6 including facts Dominoes for number bonds to 6 Tens Frames for exploring 6 Whole/part model Money 1p, 2p, 5p Directional language – including beebots Pictograms ABB, ABC patterns – breaking and fixing 	<ul style="list-style-type: none"> KIRFs number patterns including odd and even (Simon Sock), sharing amounts equally, double facts, counting in 2s and 10s Principles of counting: stable order beyond 20 Number recognition to 20. Ordering to 15. Number sense 7 & 8 – books link to Lit Subitising to 6 Numicon up to 8 Continue to explore dotty patterns Tens Frames for exploring to 8 Whole/part model to explore up to 8 Money 1p, 2p, 5p Measure – length, mass and capacity Time – days of the week Consolidate 3d and 2d shape. Shapes inside shapes. 	<ul style="list-style-type: none"> KIRFs number patterns including odd and even (Simon Sock), sharing amounts equally, double facts, counting in 2s and 10s Principles of counting: stable order beyond 20 Number recognition to 20. Ordering. Number sense 9, 10 Numicon up to 8 Continue to explore dotty patterns Tens Frames for exploring to 10 Whole/part model to explore up to 10 Money 1p, 2p, 5p, 10p Time – o'clock and half past on an analogue clock Sorting and classifying including simple Carroll diagrams



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Und. the World	<ul style="list-style-type: none"> Explore similarities and differences Likes and dislikes All about me boxes Our family Celebrations within our family including birthdays Our senses Identify the four seasons, which season our birthday is in Early signs of Autumn Explore the work of artists Jackson Pollock and Kandinsky 	<ul style="list-style-type: none"> Explore similarities and differences Toys old and new How toys work Identify different materials Changes from baby to infant History of the Teddy bear Seasons – further signs of Autumn, clothing Autumn festivals/celebrations Bonfire Night, Guy Fawkes, Hindu Diwali, Halloween Torches to explore light What is Christianity? The story of the First Christmas Explore the work of Piet Mondrian (maths) 	<ul style="list-style-type: none"> Explore similarities and differences Own houses and homes Village walk – house types Homes – now and then Who invented electricity? Castles and their features inc within the UK. Interior and exterior Kings & Queens –The Queen of England Royal banquet day Seasons – signs of Winter, clothing, hibernation Further explore Christianity The Easter Story Introduction to Judaism – meet a Jewish family inside their home (BBC) 	<ul style="list-style-type: none"> Explore similarities and differences Planet Earth – explore a globe and world maps Journeys we have taken including local and wider Map work – drawing own and following Orienteering in the Haven and village – physical and human features including the church Ferry Meadows – orienteering activities Forms of transport – old and new Explorer Captain James Cook Seasons – signs of Spring, clothing Christian Parable of the Foolish and wise man Introduction to Islam – A trip to Mecca 	<ul style="list-style-type: none"> Explore similarities and differences Growing plants including own bean and taking care of these Explore different vegetables and where in the world these come from? Locate countries on a globe – food from around the world Observing nature and plant growth in the outdoor area and surrounding areas The life of Beatrix Potter (not 2022) Queen Elizabeth 11 and her Platinum Jubilee Seasons – further explore signs of Spring, clothing, new life 	<ul style="list-style-type: none"> Explore similarities and differences Animal groups – mammals, birds, reptiles Animal habitats Visit a Wildlife Park Naming animals, habitat, what they eat, what they do, how they move Animals from around the world Visit the Haven to observe nature and animals Mini beast hunting Life of David Attenborough Seasons – Summer, signs of, clothing Compare and contrast Papworth to Africa Christianity - Noah Recap religion of Islam Islamic story The prophet and the ants and the carrying camels



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Expressive Arts & Design	<ul style="list-style-type: none"> Singing nursery rhymes and songs Small world play Role play – home corner Tap rhythms - syllables in words Listen to different sounds, making sounds using voice and body parts Make own musical instruments Explore colour, line and shape through – Pollock & 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 Draw using basic shapes 	<ul style="list-style-type: none"> Singing nursery rhymes and songs Small world play Role play – Toy shop, Nativity Christmas production songs and performance Perform songs with suggested actions Name instruments Explores playing different instruments – soft and loud, fast and slow Make a cup and ball Make split pin toys/puppets/soldiers Manipulate materials to make a rocket – cylinder and cone mouse Introduce simple folds in paper Paint a picture of favourite toy using ready mix paint Sketch a toy – introduce basic outline then inside detail 	<ul style="list-style-type: none"> Singing nursery rhymes and songs Small world play Role play – Pet Shop, Castle Listening and responding to medieval music Explore instruments played in medieval music including pitch Learning Medieval dances Paper plate dragons Cylindrical knights and royal figures Junk model castle Simple folding technique to join parts Come dressed for banquet day Tasting foods prepared in cooking Use a range of marks, lines and shapes to create own design on a paper shield Copy pattern onto a clay shield 	<ul style="list-style-type: none"> Singing nursery rhymes and songs Small world play Role play – Bear Hunt tuft spot, car, coach Listening and responding to music from other countries Move to different types of music Traditional dances from around the world – watch and respond Exploring textures – mud, water, sand, gravel and grass 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) Explore mixing powder paint – primary colours Paint sea and field landscapes 	<ul style="list-style-type: none"> Singing nursery rhymes and songs Small world play Role play – garden, vegetable shop Listening and responding to music Create a dance sequence linked to plant growth Observational drawings – plant outlines beginning to add detail Using pastels and chalk to create pictures of plants Use plasticene to create own gardens of plants and vegetables – moulding into different shapes and consider combining colours Colour mixing using powder paint to create secondary colours Painting plants and vegetables 	<ul style="list-style-type: none"> Singing nursery rhymes and songs Small world play Role play – fruit shop, explorers forest/jungle Listening and responding to music, make comparisons, giving opinions (rainforest, under the sea, seaside) Explore Djembes – copy a beat, make own beats Explore African music and watch dancing - respond Observational drawings of animals including mini beasts – adding pattern and shading African art and materials – sketching own using repeating patterns Making mini beasts using natural objects Making a clay animal or mini beast Page 7 of 8

