Thematic Curriculum Half-termly Overview Nursery

Half term/year: Spring 2 2022 Theme: Castles, Knights and Dragons

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	
Texts	chere little boot book Castle	Rapunzel	Cradretta	TOM FLETCHER Tragon IN YOUR BOOK PROOF. TOM FLETCHER TRANSPORT TOM FLETCHER TOM FLETCHER	Daisy's DRAGONS 1 1000 1 100	The Odd Egg	
Communication and Language	 Enjoy listening to longer stories and can remember much of what happens. Know many rhymes, be able to talk about familiar books, and be able to tell a long story Use a wider range of vocabulary Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door". Understand 'why' questions Sing a large repertoire of songs. Start a conversation with an adult or a friend and continue it for many turns Uses a longer sentence of 4-6 words Use talk to organise themselves and their play Learn and use multi-syllabic words such as 'uncomfortable, enchanted, kingdom, 						
PSED	 Select and use activities and resources, with help when needed. Play with one or more other children, extending and elaborating play ideas. Find and talk about solutions to conflicts and rivalries. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried' Understand gradually how others might be feeling • Increasingly follow rules, understanding why they are important Talk with others to solve conflicts 						
SCARF	Looking after Myself		Looking after others		Looking After My Environment		
Rights and responsibilities Physical Development Gross Motor Development	riding (scooters, trike: Collaborate with other	their movement, balancing, s and bikes) ers to manage large items, g plank safely, carrying large	 Skip, hop, stand on one land game like musical stature Match their developing pand activities in the setting decide whether to crawl, plank, depending on its land. 	hysical skills to tasks ng. For example, they walk or run across a	 Develop ball skills. Catching, throwing, rolling, aiming Start taking part in some group activities which they make up themselves, or in teams. Combine different movements (Hall – jump, roll) 		
Fine Motor Development		s in paper with scissors. p with good control when	 Be increasingly independ dressed and undressed, f coats on and doing up zip Make healthy choices ab activity. 	or example, putting		t in meeting their own care needs, e toilet, washing and drying their ively	

Reading	 Know that: 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 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 Engage in extended conversations about stories, learning new vocabulary 							
Phonics	Phase 1- Sound Discrimination Rocket phonics f	Phase 1 – rhythm and rhyme Rocket Phonics ff	Phase 1 – Body Percussion Rocket Phonics	Phase 1 – Instrumental sounds Rocket Phonics II	Phase 1 Voice sounds Rocket Phonics ss	Phase 1 Oral segmenting and blending Rocket Phonics		
Writing	 Write some or all of their name. Write some letters accurately Uses some of their print and letter knowledge in their early writing (for example, writes d for daddy, c for cat) Uses writing in pretend play for a purpose 							
Writing Outcomes	Mark Making area Develop motor skills and handwriting patterns	Mark Making area Develop fine motor skills Independent writing booklets	Mark Making area Develop fine motor skills Independent writing booklets	Mark Making area Develop fine motor skills Independent writing booklets Mother's day cards	Mark Making area Develop fine motor skills Independent writing booklets	Mark Making area Develop fine motor skills Independent writing booklets Easter cards		
Maths	 Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Recite numbers past 5. Say one number for each item in order: 1, 2,3,4,5. Show 'finger numbers' up to 5 Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. Experiment with their own symbols and marks as well as numerals. Solve real world mathematical problems with numbers up to 5. Compare quantities using language: 'more than', 'fewer than'. Make comparisons between objects relating to size, length, weight and capacity. 							
	Maths rhymes and songs Shapes	Number 6-10 Number Books Number songs	Number 6-10 Number Books Number songs	Number 6-10 Number Books Number songs	Number 6-10 Number Books Number songs	Number 6-10 Number Books Number songs		
Understanding of the World People, Culture and Communities The Natural World	 Talk about the differences between materials and the changes they notice – baking and cooking Use all their senses in hands-on exploration of natural materials. Begin to understand the need to respect and care for the natural environment Continue developing positive attitudes about the differences between people. Shows interest in different occupations Explore how things work Explore and talk about the forces they can feel (Water/elastic/magnets) Explore collections of materials with similar and/or different properties. Talk about what they see, using a wide vocabulary push, pull, stretch, snap, metal, plastic, magnetic, sink, float, shadows, light, 							

Trips/Outdoor Learning Events	Skipton Castle Allotments Pancake day 1 st March World book day 3 rd March	Skipton Castle Allotments	Skipton Castle Allotments	St Ives				Easter theme day Egg hunt outside
Expressive Arts and Design Creating With materials Being Imaginative and Expressive	Make imaginative and complex 'small worlds' with blocks and construction kits, such as make believe lands and enchanted worlds	Join different materials and explore different textures.	Draw with increasing complexity and detail, such as representing a face with a circle and including details.	Play instruments with increasing control to express their feelings and ideas.	increasin	uments with g control to heir feelings and	develop their and what to m Develop their	ent materials freely, in order to ideas about how to use them nake own ideas and then decide ils to use to express them.
Role play Area	Home/house castle (climbing frame/costumes/banquet)							
Quality Outcome (writing / art / production / presentation / assembly etc)	Easter theme Open Day							