

Spring Curriculum Map

	Nursery	
	First Half	Second Half
Theme	Under the Sea/Pirates Chinese New Year	Superheroes/People who help us with transport link
Core Books	Shark in the Park Pirate Pete (Nick Sharrat) The Night Pirates Pirates/under the sea Pirates love underpants	Charlie superhero underpants Supertato Eliot Midnight Superhero Super Daisy
Role Play	Pirate Ship	Doctor's surgery or Police station
Communication and Language	Listening attention and understanding	Listening attention and understanding
	Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door" Show understanding of prepositions such as 'under', 'on top', 'behind' by carrying out an action or selecting correct picture Understand 'why' questions, like: "Why do you think the caterpillar got so fat?" Join in with repeated refrains and anticipates key events and phrases in rhymes and stories Listen to others one to one or in small groups when conversation interests them Pirate Pete One Pirate Love Underpants One Pirate Love Underpants	Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door" Understand 'why' questions:: "Why do you think the caterpillar got so fat?" Join in with repeated refrains and anticipates key events and phrases in rhymes and stories Show understanding of prepositions such as 'under', 'on top', 'behind' by carrying out an action or selecting correct picture Listen to others one to one or in small groups, when conversation interests Listen to and talk about stories to build familiarity and understanding Listen carefully to rhymes and songs, paying attention to how they sound



Speaking

Speaking

Continue to expand vocabulary. This should include words and concepts which occur frequently in books and other contexts, but are not used every day by many young children e.g. 'roasted', 'wart' from the Gruffalo

Continue to learn to pronounce problematic sounds like r, j, th, ch, and sh

Use longer sentences of four to six words

Starts a conversation with an adult or a friend and continue it for many turns

Use vocabulary focused on objects and people that are of particular importance to them

Use talk in pretending that objects stand for something else in play, e.g., 'This box is my castle.'

Use talk to organise themselves and their play: "Let's go on a bus... you sit there... I'll be the driver."

Ask and answer simple 'why' questions

Use sentences joined up with words like 'because', 'or', 'and'?
Use the future and past tense e.g. "I am going to the park" and "I went to the shop"?

Use new vocabulary through the day

Use language to imagine and recreate roles and experiences in play situations



Continue to expand vocabulary. This should include words and concepts which occur frequently in books and other contexts, but are not used every day by many young children e.g. 'roasted', 'wart' from the Gruffalo Continue to learn to pronounce problematic sounds like r, j, th, ch, and sh Use longer sentences of four to six words

Spring Curriculum Map

Can start a conversation with an adult/friend and continue it for many turns

Use vocabulary focused on objects and people that are of particular importance to them

Use talk in pretending objects stand for something else in play, e.g., 'This box is my castle.'

Use talk to organise themselves and their play: "Let's go on a bus... you sit there... I'll be the driver."

Ask and answer simple 'why' questions

Use sentences joined up with words like 'because', 'or', 'and'?

Use future and past tense e.g. "I am going to the park", "I went to the shop"?

Use new vocabulary through the day

Use language to imagine and recreate roles and experiences in play situations



















Physical Development

Fine motor skills

Use one-handed tools e.g. makes snips in paper with scissors Use a comfortable grip with good control when holding pens/pencils Show a preference for a dominant hand

Hold pencil near point between first two fingers and thumb and use it with good control

Copy some letters, e.g. letters from their name







Gross motor skills

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

Begin to understand and respond to vocabulary of movement – slither, gallop, follow, lead, copy

Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.

Go up steps and stairs, or climb up apparatus, using alternate feet Stand momentarily on one foot when shown

Move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping (*Vocab needs to be taught*) Draw lines and circles using gross motor movements Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel Skip, hop, stand on one leg and hold a pose e.g. musical statues Use the outdoor space well as they move around in different ways

Oral health and wellbeing

Start to eat independently and learning how to use a knife and fork Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips.

Spring Curriculum Map

Fine motor skills

Use one-handed tools and equipment, e.g. makes snips in paper with scissors

Use a comfortable grip with good control when holding pens and pencils Show a preference for a dominant hand

Hold pencil near point between first 2 fingers and thumb with good control Copy some letters, e.g. letters from their name

Gross motor skills

Use large-muscle movements to wave flags/streamers, paint, make marks Begin to understand and respond to vocabulary of movement – slither, gallop, follow, lead, copy

Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills.

Catch a large ball

Move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping (Vocabulary may need to be taught)

Draw lines and circles using gross motor movements

Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel Skip, hop, stand on one leg and hold a pose for a game like musical statues Negotiate space successfully when playing racing and chasing games with other children, adjust speed or change direction to avoid obstacles Use anticlockwise movement and retrace vertical lines



Oral health and wellbeing

Start to eat independently and learning how to use a knife and fork Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips.



Personal, Social and Emotional Development

Building Relationships

Play alongside others rather than just by themselves
Play with 1 or more children, extending and elaborating play ideas
Confident to talk to other children when playing, and will
communicate freely about own home and community
Play in a group, extend and elaborate on play ideas, e.g. build up a
role-play activity with other children
Become more outgoing with unfamiliar people

Self -Regulation

Develop appropriate ways of being assertive
Learn to tolerate delay when needs are not immediately met, and understand wishes may not always be met
Show ability to follow simple instructions after giving focussed attention to what an adult has said
Help to find solutions to conflicts and rivalries. For example, accept that not everyone can be Spider-Man and suggest other ideas

Managing self

Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen Develop their sense of responsibility and membership of a community.

Talk about their feelings using words like 'happy', 'sad', 'angry'
Shows confidence in asking adults for help
Use the toilet and wash their hands independently
Enjoy responsibility of carrying out small tasks
Begin to accept the needs of others and take turns and share
resources, sometimes with support from others
Welcome and value praise for what they have done
Increasingly follow rules, understanding why they are important

Spring Curriculum Map

Building Relationships

Initiate play, offer cues to peers to join them

Play alongside others rather than just by themselves

Play with one or more other children, extending and elaborating play ideas Confident to talk to other children when playing, and will communicate freely about own home and community

Play in a group, extend and elaborate on play ideas, e.g. build up a role-play activity with other children

Show kindness and consideration of others in shared play activities

Self -Regulation

Develop appropriate ways of being assertive

Learn to tolerate delay when needs are not immediately met

Show ability to follow simple instructions after giving focussed attention

Begin to be able to negotiate and solve problems without aggression, e.g.

when someone has taken their toy

Identify and moderate their own feelings socially and emotionally

Managing self

Keeps play going by responding to what others are saying or doing
Select and use activities and resources, with help when needed. This helps
them to achieve a goal they have chosen, or one suggested to them
Develop their sense of responsibility and membership of a community.
Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried
Shows confidence in asking adults for help
Use the toilet and wash their hands independently
Enjoy responsibility of carrying out small tasks
Begin to accept the needs of others and take turns and share resources,
sometimes with support from others
Welcome and value praise for what they have done
Manage all their own personal needs confidently and independently



Spring Curriculum Map

Literacy

Word reading

Begin to develop phonological awareness

Recognise words with the same initial sound

Recognise and suggest rhymes

Count and clap syllables in a word

Recognise familiar words and signs such as own name and advertising logos

Show awareness of rhyme and alliteration

Comprehension

Begin to be aware of story structures

Engage in extended conversations about stories, learning new vocabulary

Understand that print has meaning

Understand that we read print left to right, top to bottom Hold books the correct way up and turns pages

Writing

Write some letters accurately

Write some or all of their name

Use some of their print and letter knowledge in early writing e.g. a pretend shopping list, writing 'a' for apple







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Comprehension

Begin to be aware of story structures

Engage in extended conversations about stories, learning new vocabulary

Understand that print has meaning

Understand that we read print left to right, top to bottom

Hold books the correct way up and turns pages

Suggest how a story might end

Writing

Write some letters accurately

Write some or all of their name

Use some of their print and letter knowledge in early writing e.g. a pretend shopping list, writing 'a' for apple

Use some clearly identifiable letters to communicate meaning, represent some sounds correctly





Mathematics

Number

Recite numbers past 5

Recite numbers to 10 and beyond

Say one number for each item in order: 1,2,3,4,5.

Recite numbers in order to 10

Show an interest in numerals in the environment

Recognise up to 3 objects, without having to count them individually `(subitise)

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 Compare quantities using language: 'more than', 'fewer than' Solve real world mathematical problems with numbers up to 5 Subitise with numbers greater than 5











Number patterns

Extend and create ABAB patterns – stick, leaf, stick, leaf Notice and correct an error in a repeating pattern

Shape, space and measures

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

Understand position through words alone – for example, "The bag is under the table," – with no pointing.

Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.

Number

Recite numbers in order to 10

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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 Compare quantities using language: 'more than', 'fewer than' Solve real world mathematical problems with numbers up to 5 Separate a group of three or four objects in different ways, begin to recognise that the total is still the same

Subitise with numbers greater than 5 Count confidently beyond 10

Number patterns

Extend and create ABAB patterns – stick, leaf, stick, leaf Notice and correct an error in a repeating pattern





Shape, space and measures

Use language of weight and capacity

Make comparisons between objects relating to weight and capacity







Understanding the World

People culture and communities

Know that there are different countries in the word and talk about the differences they have experienced or can see in photos

Know some of the things that make them unique, and talk about some of the similarities and differences in relation to friends or family



The Natural World (Science/Geography)

Talk about some of the things they have observed such as plants, animals, natural and found objects

Talk about what they see, using a wide vocabulary

Begin to understand the need to respect and care for the natural environment





Past and Present

Remember and talk about significant events in their own experience

Technology

Explore how things work

Complete a simple program on a computer

Spring Curriculum Map

People culture and communities

Know some of the things that make them unique, and talk about some of the similarities and differences in relation to friends or family Show interest in different occupations

The Natural World (Science/Geography)

Talk about some of the things they have observed such as plants, animals, natural and found objects

Develop an understanding of growth and changes over time Show care and concern for living things and the environment Talk about what they see, using a wide vocabulary

Past and Present

Remember and talk about significant events in their own experience

Technology

Show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images

Complete a simple program on a computer

Use ICT hardware to interact with age-appropriate computer software







Expressive Arts and Design

Creating with materials

Use drawing to represent ideas like movement or loud noises Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.

Explore different materials freely, in order to develop their ideas about how to use them and what to make.

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

Tap out simple repeated rhythms

Join construction pieces together to build and balance

Use available resources to create props to support role-play Respond to what they have heard, expressing their thoughts and feelings.

Play instruments with increasing control to express their feelings and ideas.





Being imaginative and expressive

Take part in simple pretend play, using an object to represent something else

Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc.

Listen with increased attention to sounds

Use drawing to represent ideas like movement or loud noises Create movement in response to music

Spring Curriculum Map Creating with materials

Explore colour and colour- mixing

Use drawing to represent ideas like movement or loud noises Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.

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