

Seedlings Year A - 2024-2025			
	Autumn Term	Spring Term	Summer Term
Topic -	How do we look after our world?	How is the world filled with colour?	I wonder how I stay healthy.
Trips -	Christmas trip	Park - signs of Spring	Williams Den
Experience day-	Litter pick	Colour parade	Sports week
Themes -	Recycling Environment Classroom Home People who help us	Spring Colour Science experiments	Sport Events Healthy unhealthy Exercise Our Bodies Senses
Key Texts	See 'Key Text Progression document'		
PSED	Friends, rules, routines, how to play, sharing, rules/friends, feelings, caring for others, working with others, circle times and other identified needs. Building relationships - work and play co-operatively, show empathy to the feelings of others, take turns, form good bonds with adults and peers, be part of a community. Follow rules - follow instructions (simple instructions - F1), know right and wrong. Developing sense of self - F1 - manage basic hygiene, name and talk about own feelings. F2 - develop confidence in new activities, identify feelings, set and work towards own goals, manage basic hygiene and be resilient and persevere. Ongoing themes throughout		
CL	<u>Listening -</u> F1 - respond to questions and instructions, songs, rhymes and stories and engage in conversation. F2 - asking questions, responding and engaging in conversation. <u>Speaking -</u> F1 - articulate and speak clearly, speak in 4-6 word sentences, explain, join in, describe, recount and retell. F2 - articulate and speak clearly, speak in full sentences, explain, predict, describe, recount and retell.		

	Rules of speech - F2 - sentences and conjunctions, past, present and future forms. Ongoing themes throughout		
PD	Cutlery use, Scissor Skills, Digging, Scooping, pouring, Paint brushes, tripod grip. Negotiate space and obstacles, strength, balance, co-ordination, run, jump, hop, skip and climb.		
Lit	 F1 - sound discrimination, letter knowledge, vocabulary acquisition, prediction, retelling and recall and fine motor skills. F2 -Set 1/2/3 sounds - Grapheme-phoneme correspondence F2 - Reading - vocabulary acquisition, retelling and recall, prediction, segmenting and blending and tricky words. F2 - Writing - fine motor skills, segmenting and blending, tricky words, sentence construction.		
	Letters Invitations Lists	Story - ordering, retelling, setting, characters Poetry	Information Texts - fact file Instructions
Maths	 Shape, space and measure ongoing Shape, weight, length, capacity, time, money, position, data.		
	Number patterns, Numbers to 10, Compare Quantities and Verbally count to 20 and beyond (10 - F1).		
UW	<u>The Past History</u> Own life story (F1) Compare and contrast Draw on own life story and those familiar (F2) <u>The Natural World (SCI GEO)</u> Hands on exploration, changing seasons <u>Culture and Community (RE GEO)</u> Different occupations Stories	<u>The Past History</u> Know about significant individuals <u>The Natural World (SCI GEO)</u> Respect and care for the environment Changing seasons Explore the world around them Changing states (F2) <u>Culture and Community (RE GEO)</u> Stories Discussion	<u>The Past History</u> Use books and stories to find out <u>The Natural World (SCI GEO)</u> Changing seasons Explore the world around them Compare and contrast (F2) <u>Culture and Community (RE GEO)</u> Stories Discussion Compare and contrast (F2)

	Discussion Observation <i>Seasons</i> <i>Christmas</i> <i>Halloween</i> <i>Diwali Dipal's Diwali (Twinkl)</i> <i>Timelines</i> <i>Growing</i>	Observation Maps (F2) Other countries <i>Seasons</i> <i>Easter</i> <i>Chinese New Year Book: The Runaway Wok</i> <i>St George's Day</i> <i>Mother's Day</i>	<i>Seasons</i> <i>Eid - 2nd May - 3rd May Book:</i> <i>Rameena's Ramadan</i> <i>Father's Day</i>
EAD	<u>Explore</u> Tools Design <u>Music</u> Move to music Make music Singing Nursery Rhymes <u>Imaginative play</u> Create and use small world set ups Develop storylines Using and adapting familiar narratives Use of props	<u>Explore</u> Technique - painting skills Colour - colour mixing Form and function <u>Music</u> Move to music Make music <u>Imaginative play</u> Create and use small world set ups Develop storylines Using and adapting familiar narratives Use of props	<u>Explore</u> Design Form and function <u>Music</u> Move to music Make music <u>Imaginative play</u> Create and use small world set ups Develop storylines Using and adapting familiar narratives Use of props