



	Autumn 1 All About Me	Autumn 2 Space & Inventions	Spring 1 Animals	Spring 2 Once Upon a Time	Summer 1 Nature Detectives	Summer 2 Pirates & the Seaside
Communication & Language	Focus: settling in, listening skills, social language, talking about themselves. Key Communication & Language Objectives - Understand how to listen carefully and why listening is important. - Learn and use new vocabulary related to families, bodies, emotions, routines. - Use social phrases confidently (hello, thank you, please can I...). - Ask simple questions to find out about others. - Describe events in their own lives in some detail. - Begin forming well-structured sentences. - Engage in story times; respond to familiar stories about identity and emotions. - Learn simple rhymes and songs. Themed Learning Opportunities - Sharing "All About Me" boxes/bags. - Talking about families, likes/dislikes, their home routines. - Mirror-talk activities, describing features, feelings, and actions. - Stories: <i>Owl Babies</i>, <i>Incredible You</i>, <i>The Colour Monster</i>, <i>Marvellous Me</i>. - Non-fiction: body parts, senses, emotions. - Songs/rhymes: <i>Head, Shoulders, Knees and Toes</i>, <i>If You're Happy and You Know It</i>. - Circle times: "I can...", "I feel...", "My favourite..."	Focus: curiosity, questioning, using connectives, explaining ideas. Key Communication & Language Objectives - Ask questions to find out more ("How does it work?" "Why does it do that?"). - Connect ideas using <i>and</i>, <i>because</i>, <i>so</i>. - Use new vocabulary from space, materials, forces, inventions. - Retell stories with increasing detail. - Listen carefully to non-fiction and talk about new knowledge. - Extend sentence structure through imaginative play. Themed Learning Opportunities - Role-play: space station / inventor's workshop. - Discussing how rockets work, how astronauts live, what inventions do. - Explaining their own "inventions" using junk modelling. - Stories: <i>Whatever Next!</i>, <i>Astronauts</i>, <i>Izzy Gizmo</i>, <i>How to Catch a Star</i>. - Non-fiction: planets, famous inventors, simple machines. - Rhymes: <i>Zoom, Zoom, Zoom, We're Going to the Moon</i>. - Retelling a space journey using props and story maps.	Focus: descriptive language, explaining behaviour, habitats, comparisons. Key Communication & Language Objectives - Describe animals using precise vocabulary (fur, scales, nocturnal, habitat). - Talk about events and observations in detail. - Explain how animals live and why things happen ("The bear hibernates because..."). - Ask clarifying questions during story times and non-fiction. - Engage deeply with animal stories and retell them independently. - Use vocabulary in different contexts (stories, role-play, outdoor learning). Themed Learning Opportunities - Non-fiction learning about animal groups, pets, farm animals, wildlife. - Observing minibeasts outdoors and reporting findings. - Compare animals: size, diet, homes, movement. - Stories: <i>Dear Zoo</i>, <i>The Gruffalo</i>, <i>Handa's Surprise</i>, <i>Oi Frog!</i>. - Rhymes: <i>Old MacDonald</i>, <i>Five Little Monkeys</i>, <i>Down in the Jungle</i>. "Guess the animal" descriptive language games. - Talk-based problem solving: "How can we build a home for...?"	Focus: storytelling, retelling, imaginative language, traditional tales. Key Communication & Language Objectives - Retell familiar stories with clear structure and detail. - Innovate stories using language patterns ("Once upon a time...", "Suddenly..."). - Hold back-and-forth conversations about characters, settings, problems. - Use connectives to link story events (then, next, suddenly, finally). - Use vocabulary from traditional tales and poetry. - Learn and recite rhymes, poems, repeated refrains. Themed Learning Opportunities - Role-play: fairy-tale cottage, castle, forest small worlds. - Goldilocks "hot seating" and character interviews. - Story maps, puppets, sequencers for <i>Three Little Pigs</i> or <i>Little Red Riding Hood</i>. - Exploring alternative endings or new characters. - Non-fiction: castles, old toys, "real" wolves/bears. - Nursery rhyme performances and simple poetry.	Focus: explaining, predicting, observing and reporting findings. Key Communication & Language Objectives - Use talk to solve problems and organise thinking ("What do you think will happen if...?"). - Explain how things work and why changes happen in nature. - Describe observations in detail using precise vocabulary (buds, stems, roots...). - Engage in non-fiction about plants, life cycles and weather. - Ask deeper questions ("Why do plants need...?", "How can we help nature?"). - Express ideas and feelings using full sentences and correct tense. Themed Learning Opportunities - Planting seeds and predicting outcomes. - Nature walks with "What can you see/hear?" discussions. - Minibeast hunts: describing movements, colours, habitats. - Stories: <i>The Very Hungry Caterpillar</i>, <i>Jack and the Beanstalk</i>, <i>Bog Baby</i>. - Non-fiction: life cycles, trees, weather patterns. - Outdoor problem-solving ("How can we make a nest?").	Focus: confident speaking, explanations, performance, independent storytelling. Key Communication & Language Objectives - Listen attentively and respond with relevant questions and comments. - Use ambitious vocabulary in imaginative play (treasure, shore, compass, crew...). - Offer explanations for events or actions ("The boat sank because..."). - Hold extended back-and-forth conversations during group tasks. - Speak in past, present and future tense correctly. - Retell and create imaginative stories with confidence. Themed Learning Opportunities - Role-play pirate ship or beach café: using themed social language. - Treasure maps and verbal instructions ("Go past the rock... turn left..."). - Seaside non-fiction: waves, shells, rockpools, lifeguards. - Stories: <i>The Night Pirates</i>, <i>Commotion in the Ocean</i>, <i>The Lighthouse Keeper's Lunch</i>. - Rhymes/poems: seaside poems, pirate chanty rhythms. - Talk-based investigation: floating and sinking experiments.
Personal, Social & Emotional Development	Meet Your Brain	Places Celebrate	Appreciate	Relate	Engage	Body Relationships World
My Happy Mind Plus						
Physical Development	Adult-led Activities Dough disco	Adult-led Activities Making rockets from junk modelling	Adult-led Activities Animal rescue using tweezers	Adult-led Activities Crown jewel threading	Adult-led Activities Leaf sewing	Adult-led Activities Treasure map drawing



Singleton CE Primary School - Long Term Curriculum Framework

Year Reception

Living, Loving and Growing Through C A R E

C – Choices A – Aspiration R – Reflection E – Engagement

(Fine Motor Skills)	Name tracing and name making with magnetic letters Tweezers and pom-pom sorting Finger gym activities Peg boards and peg patterns Threading large beads Continuous Provision Playdough station Loose parts sorting Nuts and bolts Construction kits Mark-making area with chunky tools	Cutting straight and curved lines Lacing planets Construction challenges Using hole punches Pipette painting "galaxies" Continuous Provision Lego and small construction Space-themed tracing cards Fine motor challenge cards	Clay animal models Snipping animal fur strips Feather transfer activities Sewing animal outlines Finger puppet making Continuous Provision Small world animals Clay station Weaving baskets Animal peg puzzles	Castle construction Ribbon weaving Drawing story maps Pencil control patterns Making magic wands Continuous Provision Writing station Small world storytelling Fine motor story baskets	Collecting and sorting natural objects with tweezers Seed planting Using pipettes for water investigations Nature weaving Fine brush observational painting Continuous Provision Gardening station Loose parts natural materials Magnifying tools Clay and natural resources	Cutting and assembling pirate ships Threading golden coins Pegging pirate messages onto washing lines Sand mark-making Rope weaving Continuous Provision Fine motor treasure hunts Small world pirate play Shell sorting Seaside writing opportunities
Physical Development (Gross Motor Skills) PE Passport	Rosie's Walk	How to Catch a Star	Rumble in the Jungle	Jack and the Beanstalk	The Hungry Caterpillar	Seaside/The Lighthouse Keepers Lunch
Literacy DRAWING CLUB	The Adventure of Books The Colour Monster (feelings) Mixed (identity and diversity) Je M'Habille et...Je Te Croque (getting dressed, self-care) Not Now Bernard! (family dynamics) A Little Bit Brave (confidence and courage) The Adventure of Tales The Little Red Hen (working together, responsibility) Chicken Licken (community and reactions) White Hen and the Fox (choices and consequences) The Adventure of the Past Paddington Bear (family, belonging and identity) Old Bear Stories (familiar toys)	The Adventure of Books 100 Decker Bus (creative invention theme) Stuck by Oliver Jeffers (problem-solving and creativity) The Christmas Pine by Julia Donaldson (Christmas theme) The Adventure of Tales The Magic Porridge Pot (links to invention/problem-solving) Jack and the Beanstalk (innovation and curiosity) The Adventure of the Past Bananaman meets Dr Gloom (superhero science theme) Bat Fink (the Short Circuit Case – technology and problem-solving) Wacky Races (inventive vehicles and engineering)	The Adventure of Books Dear Zoo (animal characteristics and choices) The Tiger Who Came to Tea (animal in a domestic setting) Penguin – (friendship and animal personality) Lost & Found (penguin adventure and empathy) Little Rabbit Foo Foo (animal mischief) Are Dinosaurs Dead, Dad? (curiosity about prehistoric animals) The Adventure of Tales The Three Billy Goats Gruff (animal characters and habitats) The Gingerbread Man (animal chases) The Three Little Pigs (building homes, animal characters) The Adventure of the Past Mr Benn – Zookeeper (caring for animals) Roadrunner (animal speed and survival) Popeye (strength and animal encounters) Pink Panther (animal-themed humour)	The Adventure of Books The Hairy Toe (spooky traditional-style tale) A Dark, Dark Tale (suspense and mystery) We're Going on a Bear Hunt (quest narrative) Rosie's Walk (simple adventure story) Farmer Duck (moral tale about fairness) The Adventure of Tales Hansel and Gretel (classic fairy tale adventure) Goldilocks (traditional tale with moral lessons) The Adventure of the Past Trapdoor – Breakfast (castles) Willo' The Wisp – The Thoughts of Moog (fantasy characters) The Magic Roundabout – Bubbles (whimsical storytelling) Bagpuss – The Old Man's Beard (fantasy, problem-solving)	The Adventure of Books The Odd Egg (life cycles) Superworm (minibeasts and nature) The Story of Little Mole (soil and underground creatures) The Adventure of Tales The Little Red Hen (farming and nature link) Jack and the Beanstalk (plants and growth) The Magic Porridge Pot (food and natural resources) The Adventure of the Past Bagpuss – The Old Man's Beard (nature link)	The Adventure of Books The Night Pirates Pirate Pete Tiddler (sea life and storytelling) The Snail and the Whale (if you have it—great fit!) Commotion in the Ocean (if available) The Adventure of Tales The Gingerbread Man (journey and escape theme – can link to adventure) Chicken Licken (travel and adventure element) The Adventure of the Past Captain Pugwash – Monster Ahoy (classic pirate adventure)
Literacy	Phase 1 & 2	Phase 2	Phase 3	Phase 3	Phase 3	Phase 4



PHONICS – RED ROSE LETTERS AND SOUNDS	<u>Week 1</u> Phase 1 <u>Week 2</u> Phase 2 Teach: s a t <u>Week 3</u> Phase 2 Teach: p i n <u>Week 4</u> Phase 2 Teach: m d g <u>Week 5</u> Phase 2 Consolidate: s a t p i n m d g <u>Week 6</u> Phase 2 Teach: o c k Teach: the	<u>Week 7</u> Phase 2 Teach: ck e u Teach: I, to <u>Week 8</u> Phase 2 Teach: r h b Teach: no, go <u>Week 9</u> Phase 2 Consolidate: o c k ck e u r h b Teach: into <u>Week 10</u> Phase 2 Teach: f f l Consolidate: the, I, to, no, go, into <u>Week 11</u> Phase 2 Teach: l l ss Consolidate: the, I, to, no, go, into <u>Week 12</u> Phase 2 Consolidate: f f l l ss Consolidate: the, I, to, no, go, into	<u>Week 1</u> Phase 3 Teach j v w Teach: he, she <u>Week 2</u> Phase 3 Teach x y z zz Teach: we, be, me <u>Week 3</u> Phase 3 Teach: qu ch sh Teach: was, my <u>Week 4</u> Phase 3 Teach: th th ng Teach: you, they <u>Week 5</u> Phase 3 Consolidate: qu ch sh th th ng Teach: he, she, we, be, me, was, my, you, they <u>Week 6</u> Phase 3 Teach: ai ee Teach: her all <u>Following weeks</u> Phase 3 Consolidate as required	<u>Week 6</u> Phase 3 Teach: ai ee Teach: her all <u>Week 7</u> Phase 3 Teach igh oa Teach two-syllable words Teach: are, like <u>Week 8</u> Phase 3 Teach oo oo Teach two-syllable words Teach: said, when <u>Week 9</u> Phase 3 Teach ar or Teach two-syllable words Teach: have, one <u>Week 10</u> Phase 3 Consolidate ai ee igh oa oo oo ar or Consolidate: her, all, are, like, said, when, have, one <u>Following weeks</u> Phase 3 Consolidate as required	<u>Week 11</u> Phase 3 Teach ur ow Teach come, do <u>Week 12</u> Phase 3 Teach oi ear Introduce: pseudo words Teach: so, were <u>Week 13</u> Phase 3 Teach: air ure er Introduce pseudo words Teach: some, there <u>Week 14</u> Phase 3 Consolidate: ur ow oi ear air ure er Teach: out, little, what <u>Week 15</u> Phase 3 Consolidate as required <u>Week 1</u> Phase 4 Teach: CVCC & CCV Teach: said, so, have, like	<u>Week 2</u> Phase 4 Teach: CCVC & CCVCC Teach: some, come, were, there <u>Week 3</u> Phase 4 Teach: CCCVC & CCCVCC Teach: little, do, one, when <u>Week 4</u> Teach: polysyllabic words containing Phase 2 and 3 graphemes, and adjacent consonants Teach: out, what, it's <u>Following weeks</u> Consolidate as required
Mathematics	Children will experience: - Count up to four objects or actions - Recognise unused numerals 1 to 4 - Understand numbers within numbers; Separating a small group of objects in different ways - Use the language of comparison: 'more', 'less', 'fewer', 'the same', 'enough', 'not enough' and 'too much' - Compare quantities of objects and find 'one more' and 'one fewer' - Order numbers and quantities from 0-4 and introduce 0	Children will experience: - Explore same and different, positional language, ordering events and 3D shapes - Recognise, describe and name 3D shapes; Choose a shape for a particular purpose based on its properties - Use and respond to everyday language about position - Order short sequences of familiar events; Use everyday language to talk about time - Count up to 10 objects; Counting out a quantity to match a numeral - Count up to six objects and actions - Recognise spot patterns and numerals to 6 - Recognise mistakes in counting and correct them - Count up to 10 objects and actions; -Read numerals up to 10 and match with the correct number of objects - Count the object in two groups to find the total	Children will experience: - Find the number that is one more or one fewer than a given number without counting - Addition within 10, beginning to count on - Subtraction within 10, beginning to count back - Compare two objects by direct comparison in terms of height, length and size - Compare and order two or three lengths and heights by direct comparison - Compare and order two or three lengths and heights by direct comparison - Compare an order two weights by direct comparison - Compare and order two capacities and distances by direct comparison - Compare and order two capacities and distances by direct comparison	Children will experience: - Extend counting to 11 and 12 - Explore doubles to double 6 - Recognise and order numerals to 12 - Explore 11 as ten and one more, 12 as ten and two more - Explore doubling as two groups of the same number, having as 'undoing' doubling - Explore 2D faces on 3D shapes and patterns - Explore common patterns - Sort objects according to a particular criterion, including their size - Recognise and name 2D shapes in a variety of sizes and orientations - Recognise common patterns - Recognise, continue and create repeating patterns - Group objects in twos and understand sharing fairly - Share objects into groups of the same size	Children will experience: - Count in 2s, including counting two objects at a time by counting in 2s - Extend counting to 2 - Estimate and count to 20 - Begin to recognise and order numerals to 20 - Use the language of time - Measure short periods of time by counting - Begin to develop some understanding of what money is used for and recognise some coins and bank notes - Sort coins according to a given criterion - Begin to recognise coins and bank notes with a focus on 1p and 2p coins - Shopping with 1p and 2p coins - Begin to recognise that a 2p coin has the same value as two 1p coins - Measuring height, length, weight and capacity with a different object - Measuring length with a variety of non-standard, but regular units	Children will experience: - Measure weight and capacity with a variety of non-standard, but regular units - Estimate, count and compare quantities using numbers up to 20 - Find one more and one fewer within 20 - Order numerals to 20 - Count out a quantity of objects from a larger group - Add and subtract to single digit numbers using counting on and back - Interpret the results of a survey - Estimate (and count to check) and order numerals up to 20 - Estimate and order numbers up to 20 - Explore simple block diagrams - Apply knowledge of relationships between numbers and time in real life contexts - Extend use of ordinal numbers



RE Questful RE	EYFS 1 Revised: Why Are We All Different and Special? -give pupils an understanding that they are unique and special. To know they are loved, valued and made by God. EYFS 2: Why Do People of Faith Say Thank You to God at Harvest Time? -give pupils an understanding of why we say thank you to God at harvest time and talk about him being creator.	EYFS 3: Special People Link to World Faiths ISLAM / BUDDHISM / SIKHISM -Give pupils an opportunity to explore Christian values through their own actions and the actions of others. -Highlight the role of significant/special people in pupil's lives. -emphasise the ways in which Jesus was a special person. EYFS 4: How do Christians Celebrate Jesus' Birthday? Link to World Faiths HINDUISM -Explore the nativity story in a variety of ways and ensure pupils know that Christmas is the celebration of Jesus' birth	EYFS 5 Revised: Which Stories Did Jesus Hear When He Was a Child? - Introduce pupils to stories of the Old Testament and understand that Jesus would have heard these stories as he was growing up. EYFS 6: Why Did Jesus Tell Stories? - Explore the stories that Jesus told and know that he told them to teach us about God. EYFS 7: Why Do Christians Believe That Easter is All About Love? - Explore the events of Easter through a variety of multi-sensory experiences ensuring that pupils know it is a celebration of Jesus' death and resurrection.	EYFS 7: Why Do Christians Believe That Easter is All About Love? - Explore the events of Easter through a variety of multi-sensory experiences ensuring that pupils know it is a celebration of Jesus' death and resurrection. EYFS 8: Friendship -Explore the meaning of friendship, how we make friends and why friends are important. -Know about Jesus making friends, how he made friends and who he chose	EYFS 9: What Makes a Place Holy or Special? -Start children on their journey towards understanding what prayer is and the different ways people of faith talk to God. EYFS 10: Prayer Link to World Faiths ISLAM / HINDUISM -Begin to develop pupils understanding of a place being considered as a special/holy place where believers go to worship.	EYFS 11: How Do You Celebrate Special Times? Link to World Faiths SIKHISM / HINDUISM / ISLAM / JUDAISM -Develop pupils understanding of special/holy times. Increasing their knowledge of the ways special times are celebrated, remembered and the reasons why. -Introduce pupils to the story of Pentecost and God as Holy Spirit.
Understanding the World Science	1. Naming My Body Parts 2. What Can My Eyes See? 3. What Can My Ears Hear? 4. Exploring Touch, Smell and Taste 5. How Are We Similar and Different? 6. Looking After My Body	1. Day and Night 2. What Does the Sun Do? 3. The Moon and Stars 4. Investigating Pushes 5. Investigating Pulls 6. How Things Work	1. Pets 2. Farm Animals 3. Jungle Animals 4. Ocean Animals 5. Habitats 6. Life Cycles	1. Exploring Materials 2. Hard and Soft 3. Waterproof Materials 4. Strong Materials 5. Building Materials 6. Testing Materials	1. Planting Seeds 2. What Plants Need 3. Parts of a Plant 4. Minibeasts 5. Life Cycles in Nature 6. Seasonal Changes	1. Floating and Sinking 2. Waterproof Boats 3. Materials at the Seaside 4. Water Investigations 5. Forces in Water 6. Building a Pirate Boat
Understanding the World Geography	1. My Classroom 2. My School 3. Special Places in School 4. My Journey Around School 5. My Home 6. Where I Live	1. Planet Earth 2. Land and Water 3. Using a Globe 4. Countries Around the World 5. Space Photographs 6. Looking at Maps	1. Farms 2. Woodlands 3. Jungles 4. Polar Regions 5. Oceans 6. Comparing Habitats	1. Story Settings 2. Forests 3. Castles and Landscapes 4. Story Maps 5. Routes and Directions 6. Comparing Environments	1. Our School Grounds 2. Local Plants 3. Weather 4. Signs of Spring 5. Signs of Summer 6. Caring for Our Environment	1. What is a Seaside? 2. Seas and Oceans 3. Treasure Maps 4. Seaside Features 5. Comparing Coast and Local Area 6. Mapping the Seaside
Understanding the World History	1. Me as a Baby 2. Growing Up 3. My Family 4. Family Memories 5. Then and Now 6. My Timeline	1. Neil Armstrong 2. The First Moon Landing 3. Rockets Then and Now 4. Telephones Then and Now 5. Toys Then and Now 6. Important Inventions	1. Dinosaurs 2. Fossils 3. Mary Anning 4. Extinct Animals 5. Animals Long Ago 6. Comparing Past and Present Animals	1. Castles 2. Kings 3. Queens 4. Knights 5. Life in a Castle 6. Homes Then and Now	1. Looking at Old Trees 2. Nature Through the Seasons 3. Growth and Change 4. Comparing Photographs 5. Changes Over Time 6. My Year in Reception	1. Seaside Holidays in the Past 2. Seaside Holidays Today 3. Transport Then and Now 4. Pirates from Long Ago 5. Boats Through Time 6. Comparing Past and Present
Expressive Arts & Design Music KAPOW	Exploring Sound	Celebration Music	Music & Movement	Musical Stories	Transport	Big Band
Expressive Arts & Design Art/DT KAPOW	Drawing – Marvelous marks	Painting and mixed media - Paint my World	Textiles - Bookmarks	Cooking & Nutrition - Soup	Sculpture and 3D - Creation Station	Structures - Boats