Nursery Curriculum Overview - Cycle 2						
	Autumn 1	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Topic	**All About Me**	**Seasons**	**Toys**	**Pets and Vets**	**The Great Outdoors (Plants)**	**Where do animals live?**
Books	School/Routines - Starting School by Janet Ahlberg and Allan Ahlberg Friends/friendships - The rainbow fish by Marcus Pfister	We're Going on a Bear hunt By Micheal Rosen (PoR) Stick Man By Julia Donaldson	Special Toy - Knuffle Bunny by Mo Willems (PoR) Kipper's Toy Box by Mick Inkpen	Pets - Our Very Own Dog by Amanda McCardie (PoR) Vets - Busy people: Vet by Ando Twin and Lucy M George	Sunflowers - The Tiny Seed by Eric Carle Butterflies - The Very Hungry Caterpillar by Eric Carl (Science)	"Animal Homes" by Caroline Arnold "What If You Had Animal Ears?" by Sandra Markle "Where Do Animals Live?" by DK
Significant People	My family Black history month - Alma Thomas		Yayoi Kusama - Artist sculpture	School Nurse or Vet	Eric Carl - Author	Phoenix farm - Farmer
Core Poems	Chop Chop (Poetry Basket)	Wise Old Owl (Poetry Basket)	Pancakes (Poetry Basket)	Mrs Bluebird (Poetry Basket)	Five little Peas (Poetry Basket)	Performance of the poems learnt over the year
Think Equal	Me, Myself & I Is there anyone like me? Amazing Daisy Healthy Minds The Colour Poem	How we feel Wally the Wave I have a plan The Wall Healthy Minds	The Tale of Baby Beetroot Lara The Yellow Ladybird My Voice Passing Clouds Healthy Minds	Helping Hands Diego's Great Idea Head Heart and Hands My Amazing Brain Healthy Minds	Home A Time To Be Noisy I Love My Planet Anjali's Kite Healthy Minds	Sizwe's Smile Special Hair Dad Love Me So Much Totu's Big Journey Healthy Minds
Communication & Language	Can retell a simple past event in correct order (eg went down slide, hurt finger	Uses talk to explain what is happening and anticipate what might happen next	Questions why things happen and gives explanations. Asks eg who, what, when, how	Beginning to use a range of tenses (eg play, playing, will play, played	Continues to make some errors in language (eg "runned") and will absorb and use language they hear around them in their community and culture	Uses talk in pretending that objects stand for something else in play, eg This box is my castle
Physical Development	Move confidently, negotiating space and obstacles Use tools with control for a purpose	Climb, balance and jump with control. Use scissors to cut along straight lines.	Vary speed and direction when moving.	Coordinate movements in dance or movement activities.	Throw, catch and kick a ball with increasing accuracy. Use cutlery and tools with some support.	Move confidently and safely in a range of environments. Form recognisable letters or letter-like shapes.

				Sometimes hold mark-making tools using a tripod grip.		
Personal, Social & Emotional Development	Manage emotions with increasing independence Follow Nursery routines independently Play with one or more children	Control impulses and wait for short periods. Manage personal belongings independently. Take turns and share resources limited support	Mostly, solve simple problems independently. Show confidence in trying new activities. Engage in sustained shared play.	Recognise and name emotions. Understand and explain rules. Resolve conflicts with support.	Regulate emotions using taught strategies. Manage personal care routines independently. how empathy.	Show resilience and perseverance. Prepare for change and new routines. Work cooperatively with others with limited support.
Rights Respecting	Name and Nationality	Rest, Play, Culture, Art	Access to Education	Health, Water, Food, Environment	Food, Clothing, a Safe home	No Discrimination
Literacy	**Phonics Phase 1** - Environmental sounds Instrumental Sounds	**Phonics Phase 1** – Body Percussion Sounds Rhyme & Rhyme	**Phonics Phase 1** - Alliteration Voice sounds	**Phonics Phase 1** – Oral Blending Rhyme & Rhyme	**Phonics Phase 1** – IInstrumental Sounds Body Percussion Sounds **Phonics Phase 2** s, a, t, p, i	**Phonics Phase 1** – Alliteration Voice sounds **Phonics Phase 2** n, m, d, g, o
Mathematics	More than, fewer than, same Explore and build with shapes and objects Explore repeats Hear and say number names	Begin to order number names I see 1,2,3 Join in with repeats Explore position and space	Show me 1, 2, 3 Move and label 1,2,3 Explore position and routes Explore own first patterns	Take and give 1,2,3 Match, talk, push and pull Talk about dots Compare and sort collections	Lead on own repeats Starting to puzzle Making patterns together Make games and actions	Show me 5 My own pattern Stop 1,2,3,4,5 Match, sort, compare
Understanding the World	Talk about past and present experiences Talk about similarities and differences between people Notice features of the natural environment	Sequence familiar events in order Talk about celebrations and special times Talk about weather and seasonal changes	Compare past experiences with what happens now. Talk about different jobs in the community. Explore materials and describe changes.	Talk about significant events in their lives Recognise that people celebrate in different ways Make simple observations of plants or animals	Talk about preparing for future events Talk about places they know in their community Talk about the life cycle of an animal	Confidently talk about past, present and future events Can show respect for similarities and differences between people Talk about changes they observe over time

Science	Humans and Senses	Melting	Floating and Sinking	Investigative Skills (Science Talk)	Growing (Plants and Humans)	Animals
Expressive Arts and Design	Draw simple representations, such as a face or person Engage in imaginative play with others using simple roles	Join materials together using glue or tape Join in with familiar songs and rhymes	Draw a face with some recognisable features Use movement, sound or voice to express ideas and feelings	Choose colours and materials purposefully Create simple storylines in pretend play.	Talk about what they have created and how they made it Sustain imaginative play with peers for longer periods.	Create pictures or models with increasing detail Adapt play ideas and respond to others' ideas.