

Autumn 1: *Baseline *Ourselves, Our families, Our school *Harvest & Autumn

PRIME AREAS

Communication & language

(*Listening, attention & understanding * Speaking)
Baseline
COOL
Monitor jobs
Getting to know you booklets-
Confident to communicate and listen to adults and peers
Learning about & responding to the “Good Listening” and “Golden Rules”
Learning about routines and different areas of the classroom
Listening to stories and rhymes
Recognising labels within the classroom

Personal, social & emotional Development

(*Self regulation *Managing Self *Building Relationships)
Baseline
COOL
Monitor jobs
Develop new friendships
Practice and develop consideration, assertion, negotiation and compromise skills
Confident to talk about themselves and their feeling (beginning to elaborate sentences)
Confident to choose activities
Able to recognise similarities and differences within their family, community and social group

Physical development

(*Gross motor* Fine motor)
Baseline
COOL-role play, table top, outdoor activities for gross motor
Daily “Funky Finger “ activities
Awareness of space and of self
Ball skills
Dance
Group games; ring, group and playground games
Gaining control over fastenings when putting on their coat etc
Self care e.g brushing teeth etc
Using a correct pencil grip and gaining control with mark making implements
Using and holding scissors correctly

Key texts: Books in the genre of families, seasons and harvest

SPECIFIC AREAS

Literacy

(*Comprehension, *Word Reading *Writing)
Baseline
COOL-Reading areas (indoor and out) role play, table top activities
Recognising and writing our own names
Listening to stories –develop understanding of five key concepts about print (print has meaning, it can have different purposes, we read English from left to right and top to bottom, the names of the different parts of a book and page sequencing)
Phonological awareness-rhyme, initial sounds, syllables
Commence Letters & Sounds
Writing name

Mathematics

(*Number *Numerical Patterns)
Baseline
COOL –role play, table top, outside-sand/water/gross motor
Daily number and calendar monitor job
Matching the same
Comparing different
Sorting
Odd one out
Comparing amounts/size/mass/capacity
Using balance scales
Make simple patterns

Understanding the world

(*Past & Present, *People, Culture & Communities*The Natural World)
Baseline
COOL-role play, small world, table top
Tour of school
Where is our school?
Support children to learn each others name.
Bring in baby photographs for display
Differences & similarities of our friends/families
Learn body parts & senses
Seasons-seasonal changes
Harvest-harvest festival

Expressive arts & Design

(*Creating with materials*Being imaginative & Expressive)
Baseline
COOL– role play , small world, construction & craft
Learning about the areas they can access during COOL
Who lives in my house?
Observational painting their face
Harvest & Autumn crafts
Counting Crowns
Respond to music
Engage in imaginative small world play and role play