

Personal, Social and Emotional Development

- * Settling into school
- * Creating our classroom rules
- * Being safe at school and at home
- * Following routines
- * What makes me special



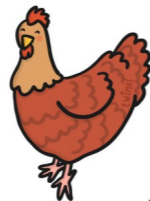
Physical Development

- * Exploring different ways to move and climb
- * Moving around in large spaces and building
- * Understanding how to use, move and store equipment
 - * Threading, cutting & playdough
- * Holding a pencil / paintbrush and using the correct pencil grip



Communication and Language

- * Developing our listening skills
- * Story making and retelling (The Little Red Hen)
 - * Following instructions
- * Using new vocabulary that has been taught
 - * Word of the week
- * Nursery rhyme of the week



EYFS

Autumn 1 - Curriculum Map

'All about me'

This term we welcome children to Hatherley. We introduce our golden rules and support the children to settle into school. We start to teach phonics sounds and our learning is based on the Little Red Hen! We focus on numbers to 5, counting, subitising and sorting. We develop our listening skills and showing respect to others.



Understanding the world



- * The Harvest festival
- * Season learning - Autumn
- * Learning about themselves and their families
- * Identifying similarities and differences between families
 - * Growing up and transition from previous year
 - * Recognising that everyone is unique

Expressive Arts and Design

- * Joining in with songs, rhymes and patterns
- * Developing confidence through play and imagination
 - * Self portraits, masks and junk modelling
 - * Colour mixing and creating a colour wheel
 - * Autumnal art

Key texts:

Starting school
Rosie's walk

Literacy

- * Daily story times
- * Learning set 1 RWI phonic sounds
 - * Hearing initial sounds
- * Orally blending sounds together
- * Naming and recognising sounds
- * Segmenting and blending sounds together
 - * Writing my name
- * Writing initial sounds and CVC words
 - * Learning a nursery rhyme

Maths

- * Reciting and counting numbers to 10 and beyond
 - * Introducing numbers to 10
 - * Touch counting to 10
- * Subitising to 10
- * Matching and comparing numbers
 - * Sorting amounts
 - * Number and colour patterns
 - * Positional language

