

Year R long term plan for all subjects

Term	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Main Themes	Who are we?	Celebrations	Once upon a time	Just imagine	Pirates, Animals, Kings, queens and castles Dinosaurs, vehicles, plants.	Where in the world?
Key Texts						
Writing Genres	Continuous opportunities for mark-making	Labels. Captions. Simple letters. Greetings cards	Captions. Recounts. Descriptive sentences.	Recipes Lists Short stories	Labels Information reports Instructions (first, then, next finally)	Speech bubbles. Riddles. Rhyming couplet Acrostic poems
<p align="center">All English lessons will be taught through the drawing club approach. Children will be introduced to book related vocabulary, listen to the selected book or story repeatedly over the course of the week, and will then take part in adult modelled drawing and writing sessions before engaging in independent writing.</p>						
Phonics	Phase 1 for 2 weeks Phase 2 for 4 weeks	Phase 2 for 2 weeks Phase 3 for 4 weeks	Phase 3 for 3 weeks Phase 3 mastery for 3	Phase 3 mastery for 4 Phase 4 for 2 weeks	Phase 4 for 6 weeks	Phase 4 Mastery and recap for knowledge gaps 6 weeks
Handwriting	Pre writing mastery sessions Name writing Musical tracing maps	Musical tracing maps and name writing for the first two weeks. Lowercase letter formation.	Lowercase letter formation	Forming letter families	Forming letter families	Capital letters Number formation
Maths (Maths mastery and whiterose)						
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Week 1	Getting to know the classroom and resources.	MM Comparison (Comparison of sets - 'just by looking' Use the language of	Whiterose Shapes with 4 sides	MM Counting, ordinality and cardinality (Focus on the 'staircase' pattern and ordering numbers)	MM Counting, ordinality and cardinality (Counting – larger sets and things that cannot be seen)	Whiterose Explore 3D shapes

		comparison: more than and fewer than)				
Week 2		MM Counting, ordinality and cardinality (Focus on counting skills Focus on the 'five-ness of 5' using one hand and the die pattern for 5)	MM Subitising (Subitise within 5 focusing on die patterns Match numerals to quantities within 5)	MM Comparison (Focus on ordering of numbers to 8 Use language of less than)	MM Subitising (Subitising – to 6, including in structured arrangements)	MM Subitise to 5 Introduce the rekenrek
Week 3		MM Comparison (Comparison of sets - by matching Use the language of comparison: more than, fewer than, an equal number).	MM Counting, ordinality and cardinality (Counting – focus on ordinality and the 'staircase' pattern See that each number is one more than the previous number)	MM Composition (Focus on 7)	MM Composition (Composition – '5 and a bit')	MM Review and assess (Automatic recall of bonds to 5)
Week 4	MM Subitising (Subitising within 3)	MM Composition (Explore the concept of 'whole' and 'part')	MM Composition (Focus on 5)	MM Composition (Doubles – explore how some numbers can be made with 2 equal parts)	MM Composition (Composition - of 10)	MM Review and assess (Composition of numbers to 10)
Week 5	MM Counting, ordinality and cardinality (Focus on counting skills)	MM Composition (Focus on the composition of 3, 4 and 5)	MM Composition (Focus on 6 and 7 as '5 and a bit')	MM Composition (Sorting numbers according to attributes - odd and even numbers)	MM Comparison (Comparison – linked to ordinality Play track games)	MM Review and assess (Comparison)
Week 6	MM Composition (Explore how all numbers are made of 1s Focus on composition of 3 and 4)	MM Counting, ordinality and cardinality (Practise object counting skills Match numerals to quantities within 10 Verbal counting beyond 20)	MM Composition (Compare sets and use language of comparison: more than, fewer than, an equal number to Make unequal sets equal)	Whiterose Mass and capacity		MM Review and assess (Number patterns)
Week 7	MM Subitising (Subitise objects and sounds)	Whiterose Circles and triangles.		Whiterose Length, height, time.		Review and assess (counting) Whitrose Visulise, build map

Specific areas (Foundation subjects)						
Parent engagement day	Memory box afternoon	Nativity play	Fairytales afternoon	Lenton fundraising event	Medieval banquet Dinosaur afternoon	Indigenous art afternoon
	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Understanding the world: The world. Science	Human biology Seasonal changes	Experiments and observations.	Materials Seasonal changes	Changes Classifying and identifying	Seasonal changes Living things	Weather
	Life cycle Body parts labels Bones Keeping healthy Autumn changes. (5 sessions)	Firework in a jar. Milk colour explosion Shadows (Divali puppets) (3 sessions)	Stuffing a comfy pillow for sleeping beauty. Billy goat bridges. 3 pigs houses. Winter. (4 sessions)	Making alien slimes - Oblek - Gelli baff Bug hunting and classifying (6 sessions)	Signs of spring. Classifying living and non living. What living things need to survive. Parts of plants, lifecycle.	Weather experiments - Pinecone forecast - Walking rainbow - Shaving foam rain clouds - Melting Ice (4 sessions)

					Changes as a plant grows (data collection). 5 sessions	
Expressive arts and design: Creating with materials DT			Structures Food technology	Mechanism	Mechanisms Vehicles	Structures
			Design - a new chair for baby bear Make – construction toys or junk to make. Evaluate – can bear toy sit on it? How did you make it comfortable? Making soup (3 taught sessions, a group at a time during CP to make soup)	Design – a moving puppet of a fantastic creature for a puppet show. Make – use split pins, string and sticks to make movement. Evaluate – How well does the puppet move? (3 sessions)	Finding out about different types of vehicles and their uses. Designing and making a vehicle. (2 sessions) Trip to Dover Transport Museum.	Design – a home from another part of the world. Make – using junk Evaluate – how would it work in the climate of the country you chose (3 sessions)
Understanding the world: People and communities. History	Me now and then	Celebrations in my past.			Life in a castle. Dinosaurs	
	Recollections What I remember about my past. What my parents remember about my babyhood. What my parents remember about their childhood. (3 sessions)	Research how people celebrated in the past (Christmas) (3 sessions)			Time lines for castle types. Who lived in a castle and their jobs. Time lines for types of castles Historical figure, king that built Dover castle. (4 sessions) Types of dinosaurs and their categories. Finding out about and making fossils (2 sessions) Trip to Dover Transport museum	
Understanding the world: People and communities Geography	Where do I live?		Fairytale maps			How is Hythe different from ...?
	Types of homes. Name of town and road. Places that they visit in local area. Routes to school or to saltwood village from school. (4 sessions)		Maps with landmarks mentioned in stories such as Red riding hoods route through the woods. What did she pass. Bee bots for directional instructions (4 sessions)		Types of vehicles and their uses.	Comparing Hythe to the -desert -arctic -jungle Discuss human and natural features such as towns, mountains, rivers, seas, ice fields etc, weather differences, flora and fauna. (3 sessions)
Expressive arts and design: Creating with materials Art	Self portraits	Transient art.		Abstract art: use your imagination.		Indigenous art
	Observational drawing techniques. Compare two portraits one without instruction one with.	Christmas cards using loose parts. Andy goldsworthy (2 sessions)		Henri mattisse (4 sessions)		Animal masks. Aboriginal dot painting. Art using leaves and nature. (3 sessions)

	Painting technique and colour mixing. (4 sessions)					
Expressive art and design: Being imaginative and	Nursery rhymes	Festival and celebration music Kapow unit	Music to accompany stories Kapow unit.		Transport Kapow unit 5 sessions	
	Sing and perform actions for rhymes. (every day)	6 sessions	(6 sessions)			
Understanding the world: Technology Computing	Technology at home		Algorithms	Modeling and simulation		Internet safety
	Identifying types of technology in different parts of a house. Identify technology that they use. (2 sessions)		Understand the word algorithms as meaning instructions. Give a programmable toy directions. 2 sessions	Use a simple computer program to create a picture/image of a fantastical creature or alien. (1 session)		Understand the basic rules of internet safety Ten Ten module 2 unit 4 session 1: Safe inside and out. (1 session)