



Pendragon Community Primary School

Foundation Stage – Long Term Planning

Characteristics of Effective Teaching and Learning

Playing and Exploring – Engagement		Active Learning – Motivation		Creating and Thinking Critically - Thinking	
Autumn 1 All About Me	Autumn 2 Let's Play – Toys and shape	Spring 1 Homes and Castles	Spring 2 We're going on a journey	Summer 1 Let it Grow	Summer 2 Amazing Animals
PSED	<ul style="list-style-type: none"> ▪ Following rules and school expectations ▪ School motto REACH- Respect, Effort, Achieve, Challenge <ul style="list-style-type: none"> ▪ Turn taking and sharing ▪ Playing with others ▪ Making new friends ▪ Developing independence <ul style="list-style-type: none"> ▪ Resolving conflict ▪ Expressing own and others feelings and emotions 			<ul style="list-style-type: none"> ▪ Moving on – new beginnings ▪ Transition into Year 1 story time and free flow ▪ Describing self – likes/dislikes, strengths, areas of development 	
	All about me Beginning and belonging including My Family	My Friends My Emotions	Identities and diversity	Citizenship – Me and My World Keeping Safe	Healthy Lifestyles My Body and Growing Up Keeping safe

Physical Dev	<p>Fine motor skills</p> <ul style="list-style-type: none"> Large tweezers, pincer grip using large 3d objects such as cubes, corks and pom poms, threading large holes Malleable - Play dough - application of pressure Scissor skills – snipping, cutting along straight lines Cooking – stirring and pouring Exploration of various tools – chunky paint brush, long handled. Large nib/chunky pens Mark making – lines and simple shapes. Language left to right, up and down, over the top, back around <p>Gross motor skills</p> <ul style="list-style-type: none"> Travelling in different ways inc walking marching, jogging Get Set 4 PE intro to PE UNIT 1 & 2 Physical: run, jump, hop, skip, balance, crawl Physical: run, jump, throw, catch, roll, dribble 	<p>Fine Motor skills</p> <ul style="list-style-type: none"> Small tweezers, pincer grip using small 3d objects such as foam shapes, buttons, marbles, threading small holes Malleable - Play dough - application of pressure, moulding Scissor skills – cutting along & around basic shapes Cooking – mixing, stirring, moulding dough Exploration of various tools – medium paint brush, short handled. Large nib/chunky pens Using tools with greater control Use of dominant hand/pencil grip Begin to attempt cursive formation – sensory <p>Gross motor skills</p> <ul style="list-style-type: none"> Travelling in different ways plus hopping, skipping Cambs scheme Games Fundamentals Unit 1 large ball skills Cambs scheme Gym Fun Gum Shapes 	<p>Fine Motor skills</p> <ul style="list-style-type: none"> Pincer grip using 2d objects such as sequins and flat shapes, threading small holes Malleable – foam dough. Application of pressure moulding into shapes Scissor skills – cutting card and materials other than paper Cooking – rolling, kneading and flattening, grating Exploration of various tools – short handled brushes. Large nib/chunky and finer pens Developing control in letter formation using pens and pencils Use of dominant hand/pencil grip – tripod grip <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Travelling in different ways plus hopping, skipping Medieval dance – line & circle dance. Application of skipping and side stepping. BalancAbility – Sports Partership Cambs 	<p>Fine Motor Skills</p> <ul style="list-style-type: none"> Pincer grip using small objects such as nuts and bolts Twisting and turning actions to open and close Malleable – foam dough & kinetic sand. Application of pressure moulding into shapes Scissor skills – more accuracy shown in cutting a variety of materials Cooking – spreading and cutting soft foods Use of dominant hand/pencil grip – tripod grip Continue to develop accuracy in letter formation <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Cambs scheme Games Fundamentals Unit 1 small ball skills and rackets Cambs scheme Gym Fun Gum Shapes using large indoor equipment Large obstacle building 	<p>Fine Motor Skills</p> <ul style="list-style-type: none"> Pincer group using needles to thread and weave Malleable – plasticene moulding into shapes ie fruit and vegetables Cooking – using a knife and peeler Using pencils to sketch and draw with increased accuracy and detail Build fluency in letter formation including capital letters Making healthy food choices <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Cambs scheme Gym Fun Gum Shapes using large indoor equipment Target games – beanbag, small balls, quoits and hoops Dance – Plant growth 	<p>Fine Motor Skills</p> <ul style="list-style-type: none"> Stretching finger and hands activities including cats cradle, wrapping and untying, elastic bands on animals Malleable – plasticene moulding into shapes ie animals Cooking – whisking Using pencils to sketch and draw with increased accuracy and detail Build fluency in letter formation including capital letters Making healthy food choices <p>Gross Motor Skills</p> <ul style="list-style-type: none"> Team games – relay using all skills learned throughout the year Large Gym Equipment – bench work, tables, wall bars
Com & Lang	<ul style="list-style-type: none"> Learn and use new vocabulary Share All about me box Listening to others Expressing ideas – talking in sentences Following instructions Talking about own experiences Listening skills 	<ul style="list-style-type: none"> Learn and use new vocabulary Engage in story time Talking in sentences Talk about stories – building understanding Talking about favourite toy Describing toys Asking questions Following instructions 	<ul style="list-style-type: none"> Learn and use new vocabulary Asking questions Use language to imagine and recreate roles Expressing ideas by extending their sentences Using a range of connectives when talking 	<ul style="list-style-type: none"> Learn and use new vocabulary Describing story settings, events and characters Retelling known stories Responding to stories and events Talking about past events 	<ul style="list-style-type: none"> Learn and use new vocabulary Following a story Answering how and why questions Extending vocabulary Using talk to organise and sequence events Retelling stories with increased detail 	<ul style="list-style-type: none"> Learn and use new vocabulary Describing story setting, events, characters Awareness of story structure Talking about past events Making up own stories



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<ul style="list-style-type: none"> ▪ Holding a conversation ▪ Talk about books and rhymes ▪ Engage in story time 	<ul style="list-style-type: none"> ▪ Talking about past events ▪ Listening skills 	<ul style="list-style-type: none"> ▪ Retelling known stories 			
Literacy <ul style="list-style-type: none"> ▪ StoryTime Phonics Oral blending ▪ Hearing and identifying initial phonemes ▪ Letters and sounds phase 2 ▪ s,a,t,p,i,n,m,d,g,o,c,k ▪ Blending to read ▪ Phase 2 sight words ▪ Recognising own name ▪ Print all around us ▪ Favourite authors ▪ Talk for writing – The Little Red Hen 	<ul style="list-style-type: none"> ▪ StoryTime Phonics Oral blending ▪ Hearing and identifying initial and final phonemes ▪ Letters and sounds phase 2/3 ▪ ck,e,u,r,h,b,f,ff,l,ll,ss ▪ j,v,w,x,y,z,zz,sh,ch ▪ Blending to read ▪ Phase 2/3 sight words ▪ Talk for writing – The Gingerbread Man ▪ Kipper's Toy Box ▪ Writing own name ▪ Segmenting to spell cvc words ▪ GPC when writing ▪ Writing labels ▪ Writing a list 	<ul style="list-style-type: none"> ▪ StoryTime Phonics Letters and sounds phase 3 ▪ th,ng,qu,ai,ee, oo,oo,igh,oa,ar,or,ur, ow ▪ Phase 3 sight words ▪ Poetry – The Pet ▪ Talk for writing - George and the dragon ▪ Non- fiction – Castle life ▪ Segmenting to spell cvc words including phase 2 and 3 ▪ GPC when writing ▪ Writing labels ▪ Writing a list ▪ Introduce adjectives ▪ Introduce simple sentence writing 	<ul style="list-style-type: none"> ▪ StoryTime phonics Letters and sounds phase 3&4 ▪ oi,ear,air,ure,er ▪ ccvc ▪ Phase 3/4 sight words ▪ Talk for writing - We're going a bear hunt ▪ Bear on a bike ▪ Using adjectives with increasing confidence ▪ Being to write a simple sentence ▪ Writing a recount ▪ Poetry – writing own based on familiar rhymes 	<ul style="list-style-type: none"> ▪ StoryTime phonics Letters and sounds phase 4 ▪ ccvc, cvcc, ccvcc ▪ Phase 4 sight words ▪ Jaspers Beanstalk ▪ How to grow a Flower ▪ Oliver's vegetables ▪ Read and write a riddle ▪ Sentence writing ▪ Writing instructions 	<ul style="list-style-type: none"> ▪ Wild by Emily Hughes ▪ Handa's Basket ▪ Non-fiction Little book of big Reptiles ▪ Creepy Crawlies ▪ Features of Non Fiction ▪ Sentence writing ▪ Writing own short story (Wild curiosity cube) ▪ Writing information page ▪ Writing a recount



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Maths	<ul style="list-style-type: none"> ▪ KIRFs counting 0 to 10 ▪ Introduce Numicon ▪ Principles of counting: oral counting, one-one correspondence, abstract, cardinal value ▪ Number sense 1 ,2, 3 ▪ Subitising to 3 ▪ Dotty patterns ▪ Dice ▪ Dominoes ▪ Money 1p, 2p ▪ Addition and subtraction facts to 3 ▪ Number recognition to 5. 	<ul style="list-style-type: none"> ▪ KIRFs counting 0 to 20 ▪ Numicon up to 5 ▪ Principles of counting: oral counting, one-one correspondence, abstract, cardinal value ▪ 3d and 2d shapes and their properties ▪ Number sense 4 – Witches Four, Pete and his four Groovy buttons ▪ Subitising to 5 ▪ Dotty patterns ▪ Dice ▪ Dominoes ▪ Money 1p, 2p ▪ Addition and subtraction up to 5 ▪ AB patterns ▪ Number recognition to 10 ▪ Introduce whole/part model 	<ul style="list-style-type: none"> ▪ KIRFs number bonds to 5 ▪ Numicon up to 6 ▪ Principles of counting: oral counting, one-one correspondence, abstract ▪ Consolidate 3d shape ▪ Number sense 6 ▪ Subitising to 6 ▪ Dotty patterns ▪ Dice ▪ Dominoes ▪ Fives Frames ▪ Money 1p, 2p, 5p ▪ Addition and subtraction up to 5 ▪ Recognition of numbers up to 15 and ordering ▪ Number recognition to 15 	<ul style="list-style-type: none"> ▪ KIRFs number bonds to 6 ▪ Numicon up to 6 ▪ Number sense 6 – Six Dinner Sid ▪ Dotty patterns ▪ Dice ▪ Dominoes ▪ Tens Frames ▪ Money 1p, 2p, 5p ▪ Addition and subtraction up to 6 ▪ Directional language - beebots ▪ Ordinal numbers ▪ Recognition of numbers up to 20 and ordering ▪ Making a pictogram – vehicles we would like to travel on ▪ ABB, ABC patterns – breaking and fixing 	<ul style="list-style-type: none"> ▪ KIRFs counting in 2s and 10s ▪ Numicon up to 8 ▪ Number sense 7, 8 ▪ Dotty patterns ▪ Dice ▪ Dominoes ▪ Tens Frames ▪ Money 1p, 2p, 5p ▪ Addition and subtraction up to 8 ▪ Recognition of numbers up to 20 ▪ Doubling and halving ▪ Measure – length, mass and capacity ▪ Time – days of the week ▪ Money 1p, 2p, 5p, 10p ▪ Odd and even – Simon Sock ▪ Number patterns 	<ul style="list-style-type: none"> ▪ KIRFs counting in 2s and 10s ▪ Numicon up to 10 ▪ Number sense 9, 10 ▪ Dotty patterns ▪ Dice ▪ Dominoes ▪ Tens Frames ▪ Money 1p, 2p, 5p, 10p ▪ Addition and subtraction up to 10 ▪ Ordering numbers up to 20 ▪ Doubling and halving ▪ Time – o'clock and half past on an analogue clock ▪ Sorting and classifying



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Und. the World	<ul style="list-style-type: none"> Similarities/difference Likes/dislikes All about me boxes Our family Celebrations within our family including birthdays Seasons - Autumn Our senses Changes from baby to infant Work of Jackson Pollock, Piet Mondrian and Wassily Kandinsky 	<ul style="list-style-type: none"> Beebots Toys old and new How toys work Materials Torches to explore light The story of the First Christmas Seasons – Autumn including walk to the park to view trees What is Christianity? The story of the first Christmas Bonfire Night, Guy Fawkes, Diwali, Halloween Nativity at St Peter's church in the village 	<ul style="list-style-type: none"> Own houses and homes Village walk – house types and signs of winter Homes – now and then Homes around the World Who invented electricity? Castles and their features inc within the UK. Interior and exterior Kings & Queens –The Queen of England Royal banquet day Seasons – Winter The Easter Story 	<ul style="list-style-type: none"> Exploring a globe and world maps Journeys we have taken Map work – drawing own and following Orienteering in the village – physical and human features inc church Orienteering – Haven, village and local park Ferry Meadows – orienteering activities Visit Papworth Park Visit Ferry Meadows Places in the World Forms of transport Seasons – signs of Spring Explorer Christopher Columbus Foolish and wise man 	<ul style="list-style-type: none"> Growing plants including own bean and taking care of these Explore different fruits and vegetables Where in the world does fruit and vegetable come from? Locating countries on a globe Compare and contrast Papworth to Africa Observing nature and plant growth in the outdoor area and surrounding areas How the world was created Seasons - Summer 	<ul style="list-style-type: none"> Animal habitats Visit Woburn Safari Park Naming animals, habitat, what they eat, what they do, how they move Animals from around the world Visit the Haven to observe nature and animals Mini beast hunting Make bug hotels Seasons Summer



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Expressive Arts & Design	<ul style="list-style-type: none"> Singing nursery rhymes Small world play Role play – home corner Making own musical instruments Mark making through the work of famous artists – Pollock, Mondrian, Kandinsky Exploring textures of paint, gloop, water and flour Using different media to create marks – spots, dots, lines, curved, straight Making shapes using body, ribbons and scarves Use of different colours to create a self portrait Sketch self-portrait using basic shapes 	<ul style="list-style-type: none"> Singing nursery rhymes Small world play Role play – Toy shop, Nativity Christmas production songs and performance Make a cup and ball Movement of toys/puppets/soldiers Manipulate materials to form cones and cylinders eg to make a rocket, nativity people, spinners and finger mice Colour mixing – using poster paint Paint a picture of favourite toy Sketch a toy – introduce outline first then detail 	<ul style="list-style-type: none"> Singing nursery rhymes Small world play Role play – Pet care, Castle Explore simple joining techniques for folding and making slits Paper plate dragons Junk model castle Threading jewellery Listening and responding to medieval music Medieval dancing Make a paper bag prince or princess Come dressed for banquet day Tasting foods prepared in cooking Use a range of marks, lines and shapes to create own design on a paper shield 	<ul style="list-style-type: none"> Singing nursery rhymes Small world play Role play – Bear Hunt tuft spot, train, aeroplane Exploring textures – mud, water, sand, gravel and grass Bear hunt collage – manipulate different materials to create different effects Design and make a junk model vehicle Construct different vehicles using a range of materials (large & small) 	<ul style="list-style-type: none"> Singing nursery rhymes Small world play Role play – garden centre, fruit and vegetable shop, Handa Tuft spot Explore musical instruments – playing out syllables Exploring Djembes Observational drawings – plants African art and materials Using pastels and chalk to create pictures of plants Using real fruit and vegetables to create a portrait in style of Giuseppe Arcimboldi Making a green house Colour mixing using powder paint Dance – seed - flower 	<ul style="list-style-type: none"> Singing nursery rhymes Small world play Role play – forest, jungle Listening and responding to forest music Painting favourite animal Observational drawings of animals and minibeasts Design a home for a mini beast Exploring animal prints – creating own using wax crayons Making minibeasts using natural objects Making a clay mini beast Exploring texture – fir cones, leaves, bark, grass