Early Years Rationale and Aims

Our Early Years Intent:

St Stephen's CofE First school

A gateway to a life-long love of learning that excites, engages and stimulates the imagination. A place where every child can build the foundations for a happy, safe and enjoyable education journey. We want a curriculum that lays solid foundations, removing barriers to future learning. We want a vibrant curriculum balancing the rigorous teaching of basic skills alongside the independence that comes with continuous provision, to enhance our children's ability to communicate and build a rich language base.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Superheroes!	Celebrations	Foods of the World	Holes	Splish, Splash, Splosh	The Animal Kingdom
	RBA					
Phonics/Reading	RWI Set 1 Single Letter	RWI Set 1C	RWI Set 1 Special	RWI Red Ditty Books	RWI Set 2 Sounds	RWI Set 2 Sounds
	Sounds.	Word Time 1.1-1.5	Friends Ditties 1-20	Word Time 1.7	Green Storybooks	Green/Purple
	Word Time 1.1-1.5		Word Time 1.6			Storybooks
Literacy/Writing	Name Recognition	Name Writing	Hold a Sentence	Hold a Sentence	CVCC/CCVC Word	Think of, and write, own
		CVC Words	practising and	practising Phase 3	Writing	sentences which are
			embedding mainly	sounds	Think of, and write, own	correctly punctuated
			Phase 2 sounds		sentences	
Kinetic Letters	Building Strength,	Strength & Dexterity,	Strength/Writing	Strength & Dexterity,	Strength & Writing,	Strength & Dexterity,
	Letter Moves, Holding	Abracadabra and	Positions, Fisher and	Numbers and Family	Capitals and Words,	Words & Numbers,
	Fingers, Jumper Family	Window Cleaner Family,	Slider Family	Targets, Pencil Checks	Pencil Hold	Snuggling
		Pencil Pick Up	Pencil Hold		Maintenance	
Mathematics	Match and Sort	1, 2, 3, 4, 5	Represent Numbers to	6, 7, 8	Numbers Beyond 10	Doubling, Sharing and
	Comparing	One More, One Less	5	Combining 2 Groups	Adding More	Grouping
	Counting to 5	Pattern	Comparing Objects	9 & 10	Taking Away	Patterns and
	Circles and Triangle	Positional Language	Time	Comparing Numbers	Spatial Reasoning	Relationships
		Shapes with 4 Sides	Introducing 0	and Bonds to 10		Deepening
Religious Education	Creation	Nativity	School Values	Easter	Baptism	Special Places
Personal, Social,	Settling In	Conflict Resolution	Managing Own Needs	Identify and Moderate	Follow Instructions with	Focused Attention
Emotional	Routines and	Sharing and Turn-Taking	Independently	Feelings	Several Ideas	Confidence When Faced
Development	Expectations	Talking About and	Friendship Building	Resilience and	Work and Play Co-	with Challenge
	Building Relationships	Understanding	Sense of Self	Perseverance	Operatively	
		Emotions		Perspective of Others		
Communication and	Questions about Stories	Understand Why	Listening and Attention	Story Re-Tell	Deep Familiarity with	Offer Own Ideas in
Language	Songs and Nursery	Questions	Using Connectives in	New Vocabulary in	Texts	Whole Class Scenarios.
	Rhymes	Social Phrases	Speech	Different Contexts	Comments and	Back-and-Forth
	Talk to Organise Play	Speaking in Full	Non-Fiction Books	Begin to Use Tenses	Questions to Clarify	Conversations
		Sentences		Correctly	Understanding	
Physical Development	How we move –	How we move –	Dance	Hand/eye co-ordination	Throwing and Catching	Team Games
	obstacle course,	obstacle course,				
		playground games				

	playground games Dressing/Undressing					
Understanding the World	People Who Are Familiar To Them Personal History	Changing Seasons Familiar Situations Different Beliefs and Celebrations	Simple Maps Understanding of Different Countries and Cultures	Understanding of Past and Old	Using Texts to Understand Cultural and Historical Differences	Important Processes and Changes in the Natural World
Expressive Arts and Design	Self Portraits Pretend Play Exploratory Play	Increasing Complexity and Detail Music Making, Singing and Dancing	Express Thoughts, Feelings and Ideas Develop Storylines Perform in Time	Create Collaboratively Share Ideas Refining Ideas	Use a Variety of Tools and Techniques Invent, Adapt and Recount Narratives	Share Creations Make Use of Created Props in Role-Play