

KS1 Curriculum Overview Cycle A

	Autumn		Spring		Summer	
	Autumn 1 All about me 	Autumn 2 Animals 	Spring 1 Seasons and weather 	Spring 2 Transport 	Summer 1 People who help us 	Summer 2 Traditional tales 
Literacy <i>(reading, writing, phonics)</i>	Songs and rhymes Copying sounds and actions	Reading Sharing books with an adult	Mark making Use a multitude of objects to mark make	Print in the environment Logos, road signs, shop names	Props Develop play using props from a favourite story	Reading Respond to pictures
Maths <i>(Counting, shapes, measurements)</i>	Stacking and posting	Number rhymes	Counting	Amounts Lots, more, same	Comparing Bigger/smaller, high/low, tall, heavy	Patterns Make reoccurring patterns
Communication and language <i>(listening, understanding, speaking)</i>	Emotional regulation Identify different feelings	Vocabulary building Recognise and point to objects	Developing conversations Side along play	Simple instructions Singing, rhymes and action songs	Develop pretend play Small world set ups	Making choices Moving between activities
Personal, social and emotional development <i>(relationships, emotions, confidence)</i>	Sense of self Identifying features of face and body	Transitions Investigate places outside of their direct environment	Turn taking Sharing spaces, simple games	Exploration Accessing the local community	Relationships Circle of support	Independence skills Showing resilience
Understanding the world <i>(nature, people, technology)</i>	Identifying differences Different types of families	Natural world Explore different natural environments – parks, forests, puddles, beaches	Natural materials Exploration of a variety of natural materials	Cause and effect Interact with objects that have cause and effect	Diversity Exploring racial and religious diversity	Plants Plant growth and care

Expressive arts and design <i>(art, music, imaginative play)</i>	Dance Move and dance to music	Making music Use a variety of instruments	Action songs Copy actions and movements	Sensory exploration Sensology	Junk modelling Explore textures and materials	Responding to music Identify emotions to music
Physical development <i>(gross and fine motor skills, health)</i>	Fine motor skills Doing button, zips, dressing self	Moving like animals Rolling, crawling, stomping	Manipulation and control Tearing, clay, finger painting, playdough	Scooters Scooters, tricycles	Obstacles Tunnels, climbing	Ball skills Catching, throwing, kicking