	WEEK 1 3/9/25 (3 days)	WEEK 2 8/9/25	WEEK 3 15/9/25	WEEK 4 22/9/25		WEEK 5 29/9/25	WEEK 6 6/10/25	Week 7 13/10/25	Week 8 20/10/25
Events	Home visits	Part-time timetable Baseline Assessment	Baseline Assessment						
CL		Can start a conver	Olds (DM) Children in Reception (DM)						
		Queen of Hearts, C Vocabulary: piping hot, scurryin	aterpillar, Incy, Wincy spider, Wiggly Woo, Miss Polly had a dolly, Humpty Dumpty, Jack and Jill, Sing a Song a Sixpence, The n of Hearts, One Finger, One Thumb						
		Listen to stories  Introduce active lis what good listening Introduce rhymes	tening and model	Listen to stories  Share experiences of baking at home.  Twinkl PPT for	Discu char differ the s	uss how the acters feel at rent points in tory and tify emotions.	Listen to stories  Discuss where the Gingerbread Man's journey	Listen to stories Follow instructions	Listen to stories Enjoy singing a collection of rhymes
PSED		Remember rules wi Talk about their fee 'worried'. Be increasingly inde	ow rules, understanding why they are important.  without needing an adult to remind them. feelings using words like 'happy', 'sad', 'angry' or ndependent in meeting their own care needs, eth, using the toilet, washing and drying their						others.
		Explain 'Our Recipe School' using differ role-play.  Embed Classroom Expectations.  Behaviour Curriculu	ent scenarios and Routines and	CLASS SHINE TIME: SHINE Value: Success Pete the Cat: love My White Shoes	TIME: SHINI Happ The E	SS SHINE : E Value: oiness Boy With ers In His Hair	CLASS SHINE TIME: SHINE Value: Independence Incredible You!	CLASS SHINE TIME: SHINE Values: Nurture The Smartest Giant in town.	CLASS SHINE TIME: SHINE Values: Enthusiastic Look up!

		Role play turn taking and sharing with board games. Behaviour Curriculum: Be ready	Behaviour Curriculum: Be safe	Behaviour Curriculum: Be safe	Discuss how we have helped others like Georges' friends helped him.  Behaviour Curriculum: Be respectful	Behaviour Curriculum: Be respectful		
PD	3-4 Year Olds (DM)  Match their developing physical skills to tasks and activities in the setting. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand.  Children in Reception (DM) Revise and refine the fundam they have already acquired: walking, jumping, running, ho climbing							
	Draw a large gingerbread man in chalk on the wall/floor.  Use paintbrushes and water to trace the lines and make him disappear.  Thread laminated gingerbread men with string/ thread buttons onto a laminated gingerbread man.  Act out chasing the gingerbread man – large and small movements.  Follow the gingerbread leader- run, dance, prance, whirl, twirl, wiggle, giggle etc.  Use dough – gingerbread dough, cutters, buttons.  Provide opportunities for gingerbread stamping – gingerbread cutters and paint.  Use large tweezers to decorate gingerbread men with various materials e.g. buttons, small pebbles  Bakery role play - using various sized spoons for mixing/collecting flour.							
L	3-4 Year Olds (DM) Add some marks to their drawings, which For example: "That says mummy." Enjoy drawing freely Make marks on their picture to stand for the	o. Use some of For example the page; w	Children in Reception (DM)  Use some of their print and letter knowledge in their early writing.  For example: writing a pretend shopping list that starts at the top of the page; write 'm' for mummy  Write some or all of their name  Write some letters accurately					
	'OUR CLASS IS A FAMILY' BY SHANNON OLSEN	Fiction: Retell and L	abels: THE C Rosie' A Great Big Bisc	GINGERBREAD MAN LY MARA ALPERIN Additional texts: Is Walk by Pat Hutching Cuddle by Michae LUIT Bear by Mini Grey Thread Man by Lesle	l Rosen			
	3- and 4-year-olds outcome: To use story images for pupils to join in with key events and phrases in a retelling of the story. Some pupils may choose to make some of the story.							

		on outcome: To depic	t the main events of t	he story using betwe	en 3 and 5 images.	Pupils to mark mo	ake next to each
	image explaining w		I			1 .	
	Read: Our Class is a	a Family	Use the image on	Act in role as the	Make a plan for	Assessment:	
			the front cover to	Gingerbread	a bridge	Draw pictures a	nd orally retell
	Discuss family: Who	is in my family?	prompt	Man		the story	
			discussion. Who is		Explore rhyme		
	Discuss rules and ex	xpectations.	this on the front	Create CV, CVC		Use images from	n the story to
	Rules for listening a	nd speaking.	cover? Do you	words with	Draw and label	label and retell	the story.
	Model tidying up a		know anything	phonemes learnt	a cake		,
	belong.	S	about him?	so far		3-and 4-vear-ol	<b>ds</b> : Can they use
	l second			Use images to		some of their pri	
	Make role play tog	ether (kitchen) and	Listen to the	present the story			eir early writing?
	model how to use i		instructions given	presentine story		Kilowieuge III III	ell early willing?
	I modernow to use i	ı		0			
			by the recipe and	Orally segment		Children in rece	
	Create a Class Cho	arter and add to	explain why it is	sounds of the		Can they spell w	
	display		important to	animals in the		identifying the so	
			follow the steps in	story		writing the sound	d with letter/s?
	Introduce the daily	weather calendar.	sequence.				ower-case letters
	Discuss Class Name	<i>5</i> ¢	Describe the			Concerny	
	Read books by aut		Gingerbread Man				
	Redu Dooks by doi	11013	Create LOOK OUT				
	Introduce the book		posters				
	looking at books in						
	Place books in a th	ey use them.	Match initial				
			sounds				
	Introduce Monsters		Phase 2 N	Monster Phonics wi	th Phase 1 alongsi	de.	
	3-4 Year Olds (DM)				Children in Recept		
		inition of up to 3 objec	cts, without having to	count them	Count objects, ac	tions and sounds.	
M	individually ('subitis				Subitise		
	Recite numbers pa				Link the number sy	mbol (numeral) w	vith its cardinal
	Say one number fo	r each item in order: 1	,2,3,4,5.		number value.		
	Know that the last r	number reached whe	n counting a small se	t of objects tells	Count beyond ter	١.	
		re are in total ('cardin		,	Compare number		
	Show 'finger numb		- 1 7-				
		amounts: for example,	showing the right nu	mber of objects to			
	match the numera		, s. is wing into night hid	11.201 01 00,000 10			
		between objects rela	iting to size longth w	eight and			
		Derween Objects feld	iling to size, length, w	eigin unu			
	capacity.	a Hawaii ala ili ili ili il					
		n through words alone					
		route. Discuss routes o	and locations, using w	ords like 'in front			
	of' and 'behind'.						
M	Carry out a variety	of open-ended	Introduce the	Introduce the	Introduce the	Introduce the	Introduce the
741	number and shape		rhyme:	rhyme:	rhyme:	rhyme:	rhyme:
				,	,		,

			1,2,3,4,5 Once I	Hickory Dickory	5 Little Speckled	5 Little	5 current buns.
			Caught A Fish	Dock.	Frogs.	Monkeys.	NCTEM:
			Alive.	NCTEM:	NCTEM:	NCTEM:	Represent a
			NCTEM:	Hear and join in	Know that 2 is	Subitise	'
			Subitise 1 and 2	with the counting	made of 1 and		given number
			Put objects into	_	'another 1'	arrangements of 2 and 3	on their fingers
			five frames and	sequence to 5,		Practise	without looking
			then ten frames	including using	Make their own		Compare 2
				songs and	collections of 2	making 2s and	sets of objects
			to begin to familiarise	rhymes See that	objects and	3s with their	and say which
				counting is useful	identify the '1	fingers subitise	is 'more than'.
			children with the	because it tells us	and another 1'	auditory	Compare 2
			tens structure of	'how many' See	within them.	patterns up to	sets of objects
			the number	that the last	Identify when a	3.	and say which
			system. Subitise within 3	number in the	collection is	Identify when	is 'more than'
				count tells us	composed of 3	a small	or 'fewer
			make and	'how many	objects	collection is	than'.
			describe spatial	altogether'	produce their	rearranged or	Count out
			patterns with 3	(cardinality).	own collection	the quantity	buttons to put
			dots.	Practise counting	of 3.	changed.	on a
			Represent	each object,	Identify when a	Show small	gingerbread
			quantities on their	action or sound	collection is	quantities on	man – use a
			fingers in different	once and only	composed of 3	their fingers	dice to give
			ways.	once.	or NOT 3	use positional	the amount.
			Identify sub-	Record the results	see that 4 can	language to	
			groups of 1, 2 and	of their count	be made with	describe	WHITE ROSE:
			3 within larger		four 1s.	patterns of 4.	Block 3: It's Me,
			arrangements.	Sequencing		Make patterns	1,2,3
			W	events – first, then, after.	Repeating	showing 4.	
			WHITE ROSE:	men, aner.	patterns with	D	
			Block 1: Match sort & compare		gingerbread men buttons	Positional	
			son & compare		men bullons	language e.g.	
				WHITE ROSE:		in the oven, on his nose, under	
				Block 2: Talk		pans.	
				about Measure &	WHITE ROSE:	P 31 10.	
				Patterns	Block 2: Talk		
					about Measure	WHITE ROSE:	
					& Patterns	Block 3: It's	
						Me, 1,2,3	
		3-4 Year Olds (DM)			Children in Recep		
11347		Use all their senses in hands-on exploratio			Talk about membe	ers of their immedi	ate family and
<b>UW</b> Explore collections of materials with similar and/or different properties.					community.		·
		Talk about what they see, using a wide vo			Name and describ	pe people who are	e tamiliar to
		Begin to make sense of their own life-story	/ and tamily's history.		them		

	Draw information from a simple map. Recognise that people have different beliefs and celebrate special times in different ways. Explore the natural world around them. Describe what they see, hear and feel whilst outs Understand the effect of changing seasons on the natural world around them.							
UW	While playing, engage children in conversations about themselves and their families.  Introduce the weather chart and discuss the weather each day.	Explore using our senses and describe what we can see, hear, feel, inside and out.	Introduce the gardening areas, discussing how we can care for the environment and the things we grow.  Bake own gingerbread men and decorate - link to brushing teeth/ healthy eating.  Share experiences of baking at home.	Investigate what happens to gingerbread if left in water.	Draw a map of the route taken by the gingerbread man and animals in the story.	KAPOW Computing: Programming: All about Instructions	RE: What happens when a baby is born? Christian Baptism.	
EAD	even though they Begin to develop dolls and dolls ho Make imaginative such as a city wit Explore different is and what to mak Develop their ow	le pretend play, using any are not similar. It complex stories using structures, etc. It is and complex 'small who different buildings and materials freely, to devete. It is and then decident materials and explore	mall world equipmen orlds' with blocks and a park. lop their ideas about the which materials to	t like animal sets, d construction kits, how to use them	Children in Reception (DM)  Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them.  Create collaboratively, sharing ideas, resources and skills.  Listen attentively, move to and talk about music, expressing their feelings and responses.  Sing in a group or on their own, increasingly matching the pitch and following the melody.  Develop storylines in their pretend play.			
	Introduce and model role-play area.  Introduce and model loose parts play.	Paint and talk about chn's experiences at preschool.  Art Assessment:  Create a self-portrait	Music: Introduce Kapow. Use 'Body sounds' to explore music. Art: Make gingerbread men using the ingredients and	Music: Use Kapow 'Vocal sounds' to explore music. Art: Transient art gingerbread men (Have a gingerbread man	Music: Use Kapow 'Nature sounds' to explore music. DT: Introduce different techniques for joining materials, such as how	Music: Use Kapow 'Instrumental sounds' to explore music.  Listen to the musical story of the	Music: Use Kapow 'Environmental sounds' to explore music.	

	the recipe instructions. (Link to Literacy)	template and various art materials to place on top)	to use adhesive tape and different sorts of glue – junk modelling/w oodwork	Gingerbread man: https://www.b bc.co.uk/iplay er/episode/p0 bncrrp/bbc- philharmonic- the-musical- story-of-the- gingerbread- man
				DT: Create a boat/bridge for the gingerbread man to use to get across the river (link to PD by using large blocks).