

## Upper Foundation Long Term Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	I am a hero	D is for dark	Splash, splash, splosh	Far, far away	Fee, fi, fo, fum	Roll up, roll up
Key Text	How to be a superhero	Funny bones	The gingerbread man	Hansel and Gretel	Jack and the beanstalk	If I ran a circus
Communication and Language development	Retell past events Simple instructions Share ideas/feelings	Maintains attention Responds to instructions Q's why things happen, give explanations	Responds to instructions Uses talk to organise/clarify ideas and feelings	Sit quietly during activities Listen/respond to ideas express by others Storylines in play	Listen in different situations Why and how q's about experiences	Give attention to others How and why q's in response to stories Develop own narratives
Personal, social and emotional development	Settling in Rules and routines Friendships Feelings	Describing positive self Negotiate/problem solve Needs of others	Explain knowledge Confidence in speaking	Describing positive self Explain knowledge Aware of boundaries	Play cooperatively Confident to try Appropriate behaviour	Show sensitivity to others feelings Confidence to ask for help Adjusting behaviour
Physical development	Pencil control Observe effects on bodies Good healthy practise	Copy some letters Handles tools with care Transport equipment safely	Handles tools with care Transport equipment safely Good healthy practise	Experiment ways of moving Transport equipment safely	Good control in large and small movements Importance of good health	Handles tools effectively Manage own basic hygiene
Literacy	Story structures Enjoying books Meaning to marks	Independent with books Hear/say initial sounds Meaning to marks	Read words/simple sentences Rhyming strings	Describe main storylines Vocabulary influenced by books Attempts writing simple sentences	Read and understand simple sentences Use phonics knowledge to read and write words Read and write irregular words	Demonstrate understanding about what they have read Spell some words correctly/some phonetically plausible
Mathematics	Match numeral to quantity Count to 10 and beyond One more/less	Recognises numerals to 5 then 10 Name 2D/3D shapes Order length/height	Identify mathematical problems Order by weight/capacity	Vocabulary in add/sub Everyday language – time and money	Count to 20 Everyday language – weight/capacity/time. Compare quantities to solve problems	Add/sub two digits to 20 Solve problems doubling/halving/sharing Recognise patterns
Understanding the world	Occupations Familiar world/live Complete simple program	Describe special times Look closely at similarities Age appropriate software	Describes special events Looks closely at differences Age appropriate software	Family customs and routines Looks closely at patterns Age appropriate software	Past and present events in family life Talk about features of own environment	Know sim/diff in self/family/customs Know sim/diff in objects/places/living things Use tech appropriately
Expressive arts and design	Movements to music Tools and techniques Movement to express feelings/ideas/	Mixing colours Choose colour for a purpose Create representations of people	Captures experiences with media Choose colour for particular purpose	Build repertoire of songs Manipulates materials Combinations of movements	Represent own ideas using different medias Exploring materials	Experiment with changes in song/dance/colour Changes in materials and media

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