

EYFS Curriculum Overview

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	All about me	Toys/Christmas	People who Help us	Mini-Beasts	Under the sea	Growing Plants
Literacy	Anna Hibiscus song Funny Bones	What Ever Next? Percy the Park keeper	The Naughty Bus World book day	The Very Hungry Caterpillar What the Ladybird heard Yucky worms	Rainbow fish Sharks Tiddler	The Tiny seed Jack and the Beanstalk
Maths	Match, sort & compare. Measure & patterns. 1, 2, 3	Circles & triangles 1, 2, 3, 4, 5. Shapes with 4 sides	Alive in 5. Mass & capacity Growing 6, 7, 8	Length, height and time. Building 9 & 10. Explore 3-D shapes	To 20 and beyond. How many now? Manipulate, compose and decompose	Sharing and grouping. Visualise, build and map. Make connections. Consolidation.
UTW	Past and Present My body - skeleton	Past & Present Seasons, materials	People & Communities. Weather	Natural world/Life cycles/changing states of matter	Natural world/ seasons/contrasting environments	Natural World/observations plants & animals
Expressive arts and Design Art/Design/DT/Music	Pulse Drawing and painting	Nativity – songs, rhythm Structures	Pitch Printing and textiles.	Technology, structure and form Joining materials	20 th century music/music history. 3D modelling and digital art.	Voice Cooking and nutrition
PE	BEAM Games Gymnastics	BEAM Games Dance	BEAM Games Gym / Apparatus	BEAM Dance Games	BEAM Ball skills Games	BEAM Athletics Ball skills
RE/PSHE	Special people, what makes people special and why? Starting school Making Friends	Christmas, what is Christmas? Which times are special and Why? Relationships	Celebrations, how do people celebrate? RHSE Feelings	Easter, what is Easter? Showing sensitivity and looking after things	Story time, what can we learn from stories? Looking after our environment and why Being Healthy	Special places, what makes places special? Changes Moving on
ICT	To use a mouse	To choose and complete an activity	To log on to a computer	To choose a program and follow instructions	To know the keys on the keyboard	To write use a keyboard