


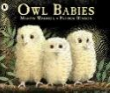
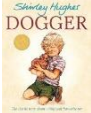


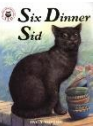

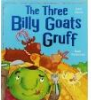










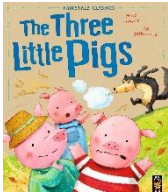
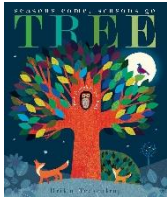
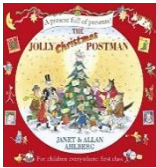
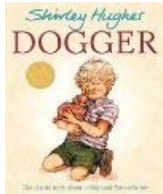
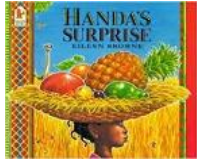
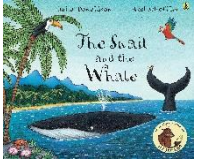
Brierley Primary School
EYFS Year Long Term

Brierley Primary School follow Development Matters (2021) to plan for the Early Years Foundation Phase. Within each learning strand, the children are building upon skills and knowledge in order to be ready to move to the National Curriculum in Year 1.

Reading Spine

In addition to the main texts listed below, the following texts are to be used either as extracts or full texts through reading sessions or drop and read sessions.

Narrative	Classics	Picture books	Poems and rhymes
<p>The Hungry Caterpillar (Eric Carle)</p>  <p>Owl Babies (Martine Waddell)</p>  <p>Dogger (Shirley Hughes)</p>  <p>Handa's Surprise (Eileen Browne)</p>  <p>A range of texts by Julia Donaldson (class author)</p>  <p>Six Dinner Sid</p>  <p>Mr Grumpy's Boat</p> 	<p>The Three Billy Goats Gruff</p>  <p>Little Red Riding Hood</p>  <p>Hansel and Gretel</p> 	<p>I'm Going to Eat This Ant by Chris Naylor-Ballestoros</p>  <p>Dear Dinosaur by Jan Byrne</p>  <p>The Naughty Bus by Jan Oke</p>  <p>Giraffes Can't Dance (Giles Andreae)</p> 	<p>Humpty Dumpty</p> <p>Jack and Jill</p> <p>Ba Baa Black Sheep</p> <p>1, 2, 3, 4, 5 (Once I caught a fish alive)</p> <p>The Wheels on the Bus</p> <p>Twinkle Twinkle Little Star</p> <p>Dinosaur Roar (Paul Strickland)</p>  <p>Mad About Dinosaurs (Giles Andreae)</p> 

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English Focus	<p>First 2 weeks: 'The Gruffalo' by Julia Donaldson (class author0</p> <p>The Three Little Pigs by Mara Alperin</p> 	<p>Tree: Seasons Come, Seasons Go by Patricia Hegarty (seasons link)</p> <p>Room on the Broom by Julia Donaldson</p> 	<p>The Jolly Postman's Christmas by Alan Ahlberg</p> 	<p>Dogger by Shirley Hughes</p> 	<p>Handa's Surprise by Eileen Browne</p> 	<p>The Snail and the Whale by Julia Donaldson</p> 
Maths	<p>Nursery:</p> <ul style="list-style-type: none"> Reciting Numbers up to 5 Exploring 2d and 3D Shapes Cardinal Principle of Counting Experimenting with Mark-Making Numerals Linking Numerals and Amounts Subitising to 3 <p>Reception:</p> <ul style="list-style-type: none"> Counting Objects, Actions and Sounds Comparing Capacity Linking Number Symbol with its Cardinal Number Value Manipulating Shapes to Develop Spatial Reasoning Subitising Recognising Shapes Within Shapes 		<p>Nursery:</p> <ul style="list-style-type: none"> Linking Numerals and Amounts Experimenting with Mark-Making Numerals Solving Real-World Mathematical Problems with Numbers up to 5 Comparing Quantities Using Language 'More Than' and 'Fewer Than' Making Comparisons between Objects Relating to Weight Talking and Identifying Patterns Around Them Extending and Creating Own ABAB Patterns Describing Sequences of Events Using Language Such as 'First' and 'Then' Comparisons Between Objects Relating to Size and Length <p>Reception:</p> <ul style="list-style-type: none"> Composition of Numbers to 10 Comparing Weight Comparing Numbers Repeating Patterns 1 More and 1 Less Comparing Length Number Bonds to 5 		<p>Nursery:</p> <ul style="list-style-type: none"> Solving Real World Mathematical Problems with Numbers up to 5 Understanding Position Through Words Counting Objects, Actions and Sounds Selecting Shapes for Building Combining Shapes to Make New Ones Linking Numbers with their Cardinal Number Value Explore the Composition of Numbers to 10 <p>Reception:</p> <ul style="list-style-type: none"> Positional Language Number Bonds to 10 Counting Beyond 10 Linking Number Symbols with Cardinal Value Comparing Numbers Beyond 10 Doubling Numbers Grouping and Sharing Numbers Investigating Odd and Even Numbers Repeating Patterns Comparing Length, Weight and Capacity 	

Understanding the World (Science)	Autumn and seasons		Materials		Animals including Humans	
Computing	Getting to Know You	Programming: instructions	Programming: Using Beebot	Computer systems and networks: Using a computer	Computer Systems and Networks: Exploring Hardware	Data handling
Understanding the World (History)	My Family - Changes in living memory people/places in the locality.		Toys - Changes in living memory people/places in the locality.		Stories - Changes in living memory people/places in the locality.	
Understanding the World (Geography)	Familiar Environments The Weather		Special Places The Weather		Where I live The Weather	
Understanding the World (RE)	Christianity – God Harvest Festival Celebrations of different faiths		Christianity – The Bible Christmas Celebrations of different faiths		Christianity – Jesus Easter	
Art and Expressive Design (Design and Technology)	Self Portraits		Materials		Healthy Eating	
Art and Expressive Design (Art)	Self Portraits		Mini World		All Around the World	
Art and Expressive Design (Music)	Listening		Performing		Composition	
Personal, Social and Emotional Development (PHSE)	Managing feelings and behaviour		Building relationships People and communities		Health and Well being	

Physical Development (PE)	Co-ordination through floor movement patterns. Static balances	Dynamic balance to agility. Seated static balances	Dynamic balance Static balance –small base	Co-ordination – Ball skills Counter balance in pairs	Co-ordination with equipment Agility – reaction and response	Agility – Ball chasing Static balance – Floor work.
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