

**Guildford Grove Curriculum – Quality of Education – INTENT – IMPLEMENTATION – IMPACT**

NURSERY	PRIME AREAS			SPECIFIC AREAS			
	PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT	COMMUNICATION AND LANGUAGE	PHYSICAL DEVELOPMENT	LITERACY	MATHEMATICS	UNDERSTANDING THE WORLD	EXPRESSIVE ARTS AND DESIGN
<b>Autumn</b>  <b>(Colour)</b>	To separate from main carer To build new friendships Independence – self-help skills.	To be able to listen and respond to others when topic interests them. To be able follow simple one step instructions. Speaking in simple sentences/more complex sentences.	Ongoing... Outdoor play  Develop gross motor and fine motor skills.  Ring games  Balloon skills	Phase 1 phonics  Share books including Brown Bear, Elmer, Rainbow Fish, The Blue Balloon. Recognise name Early book skills	Counting activities and objects  Matching shapes  Understanding comparative lang	Talk about themselves and home  Seasonal changes  Simple programme - Colour Magic	Home corner To name colours To experiment in a variety of different coloured media and resources e.g. water. Introduce instruments
<b>Spring</b>  <b>(Animals)</b>	Can play in a group, demonstrating friendly behaviour Develop confidence in a variety of situations. Developing awareness of own feelings and how to manage them.	To be able to listen and respond to others in 1-1 and small groups. To be able to follow more complex instructions. Questions why things happen and gives explanations.	Outdoor play  Develop gross motor and fine motor skills.  Parachute games  Music and movement  Ball skills	Share books including Muddy Paws, Dinner Sid, Mog, The Three Little Pigs, We're going on a Bear Hunt. Early book skills and retelling familiar stories. Large mark making skills e.g. writing first letter of their name in chalk.	Focus on recognising numbers 0-5  Matching numeral to objects  Recognising and naming 2D shapes	To be able to name pets, farm animals and wild animals  To learn how to look after animals  To talk about and ask questions about animals e.g. visiting pets/reptiles.	Role play related to children's interests/experiences e.g. vets.  Painting and printing  Change the sounds of the instruments
<b>Summer 1<sup>st</sup> Half</b>  <b>(Growing)</b>	To listen to others and take account of what they say. Confident to talk to other children when playing. Beginning to be able to negotiate and solve problems.	To be able to listen to stories with increasing attention and recall. Beginning to understand why and how questions. Uses a range of tenses	Outdoor play  Develop gross motor and fine motor skills.  Ball skills  Sports day events	Share books including The Hungry Caterpillar, Titch, Jack and the Beanstalk, Jasper's Beanstalk More advanced book skills e.g. following text with finger Writing more than first letter of name.	Focus on recognising numbers 0-10  Naming and describe 2D shapes  Using comparative lang	Observe/comment/ask questions about the natural world - Observe changes over time – human/plants. Show care for living things - planting	Garden Centre role play To be able to make observational drawings/pictures.  Moving to music/instruments
<b>Summer 2<sup>nd</sup> Half</b>  <b>(Transport)</b>				Share books including Thomas the Tank, Mr Gumpy's books, 1,2,3 off to the sea, Duck in the Truck, The Train Ride		Talk about why things happen and how things work e.g. car wheels. Beebots	Role play linked to different transport e.g. bus. Experiment with tracks e.g. playdough