	*6	Guildford Grove Curriculum – 'Knowledge is	Quality of Education – INT power. Information is liber		MPACT				
Topic: Wonderful W	/ater	Kilowicuse	power mornation is liber	Year Group: Red	ception				
	1	2	3	4	5	6			
Prime Areas									
PERSONAL,	Play co-operatively, taking turns with others and resolving conflicts.								
SOCIAL AND	Take account of one another's ideas about how to organise their activity.								
EMOTIONAL	Show sensitivity to others' needs and feelings.								
DEVELOPMENT	Form positive relations with adults and peers.								
	Confident to try new activities and say why they like some activities more than others. Confident to speak in a familiar group and will talk about their ideas.								
	=								
	Choose the resources they need for their chosen activity. Will articulate when they do or don't need help.								
	Able to talk about how they and others show feelings.								
	Talk about their own and others' behaviour, and its consequences, and know that some behaviour is unacceptable.								
	Work as part of a group or class and understand and follow the rules.								
	Able to adjust their behaviour to different situations and take changes of routine in their stride.								
COMMUNICATION									
AND LANGUAGE	Join in with repeated refrains and anticipate key events and phrases in rhymes and stories.								
	Maintain attention, concentrate and sit quietly during appropriate activity.								
	Listen to stories, predict events respond to what they hear with relevant comments.								
	Pay attention to what others say and respond appropriately.								
	Answer 'why' and 'how' questions about their own experiences in response to stories or events.								
	Develop ability to follow instructions involving several ideas or actions.								
	Use language to imagine and recreate roles and experiences through play.								
	-Circle times (speaking and listening activities/games)								
	-'Pic' (picture) of the week (to develop vocabulary, inference, prediction, explanation and reasoning skills)								
	- Words of the week								
	-Topic talk sessions (linked to class topic/theme and current affairs/events)								
	-Class texts and daily story time (repetitive texts with repeated words/phrases)								
	- Role play corners/planned activities linked to personal experiences								
	- Adults to join in with imaginative play and role play, encouraging children's use of language to talk about what is happening and act out scenarios								
DUVCICAL	-Planned collaborative and turn taking games/activities								
PHYSICAL	Experiment with different ways of moving. Negatists cases suggestfully when playing resing and sheeing games with other shildren, adjusting speed or shanging direction to avoid obstacles.								
DEVELOPMENT	Negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.								
	Show increasing control over an object in pushing, patting, throwing, catching or kicking it. Handle equipment and tools effectively, including pencils for writing.								
	Use simple tools to effect changes to materials. Handle tools, objects, construction and malleable materials safely and with increasing control.								
	Develop formation of recognisable letters. Continue to develop correct formation of cursive script letters.								

	Off to the Seaside – Count	er Balance: With a Partner		Pirate Adventure - Static Balance: One Leg			
	Exploring Movements: Move like a sea creature (jump like a dolphin, side step like a crab, zig zag like a fish, wave arms and legs like an octopus!). Practise balance by pretending to be on a speedboat (how far can you lean to the side? How far forwards and backwards can you lean? Water-ski seated challenges (sit facing each other holding hands and feet together (lean in together and then apart), repeat holding only one hand, rock forwards and backwards and from side to side).	er Balance: With a Partner Wendy's Water-ski Challenge: Traffic lights (tread water for red – danger at sea, swim for green and practise swimming strokes on the spot for amber). Repeat ideas from week 1 but using standing water-ski challenges as opposed to seated challenges (stand holding hands and lean back together, try just one hand/eyes closed/waving one hand).	Wendy's Water-ski Challenge: Octopus game. Repeat moving like a sea creature from week one with teacher calling out creature names in turn. When the lifeguard holds up a blue cone, get into a group of 3/4 etc and wave your 'tentacles' (arms!). Water-ski tricks challenges: -See-saw (hold hands or forearms and take turns to stand up and crouch. How many see-saws can you do in thirty seconds)How many different balances can you do where you lean on each	Exploring Movements: Practice standing on one leg. Balance against a wall, then balance without support. (Swap legs) Jump on to one leg. Practise "climbing the rigging" (lifting knees high as you move from one leg to another). Traffic lights game.	Pirate Pranks: Game: Follow the First Mate – Copy the leader moving in different ways. Game: Explore the Deck – Follow instructions moving side to side, back and forwards etc. Listen out for the canon and duck by doing mini squats on one leg.	Pirate Pranks: Game: Load the Booty – Passing 'booty' down the line using hands and feet. Game: Chase the Canon Balls – Adult to roll canon balls. Children to initially dodge, moving on to collecting (both hands, one hand etc).	
Specific Areas			other for support?				
PHONICS	Hear and say the initial sound in words. Can segment the sounds in simple words and blend them together and knows which letters represent some of them. Link sounds to letters, naming and sounding the letters of the alphabet. Key vocabulary: letter, sound, digraph, trigraph, ascender, descender, segment, blend, word Letters & Sounds Phase Letters & Sounds Phase ASSESSMENT WEEK Letters & Sounds Phase 4: ch & sh 4: th & ng						
LITERACY – Reading (Skills)	Know that print carries meaning and, in English, is read from left to right and top to bottom. Can segment the sounds in simple words and blend them together and knows which letters represent some of them. Hear and say the initial sound in words. Link sounds to letters, naming and sounding the letters of the alphabet. Begin to read words and simple sentences. Use phonic knowledge to decode regular words and read them aloud accurately. Read some common irregular words. Key vocabulary: word, sound, letter, line, left, right, top, bottom, segment, blend, capital letter, full stop, 'sound right', 'look right' Whole class reading skills session Individual reading						

LITERACY – Reading (Comprehension)	Describe main story setting, events and principal characters. Listen to stories with increasing attention and recall. Listen to and join in with stories in small groups. Join in with repeated refrains and anticipate key events and phrases in stories. Begin to be aware of the way stories are structured. Suggest how the story might end.							
Key Texts	Frog and Toad: The List	Oi Frog!	The Rainbow Fish	The Rainbow Fish	Various Pirate Stories	Various Pirate Stories		
LITERACY - Writing	Attempt to write short sentences in meaningful contexts. Give meaning to marks they make as they write. Hear and say the initial sound in words. Use some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence.							
	Writing a list: What I would like to do today	Non-Fiction Information book about Frogs	Who would I give my scale to and why?	Labelling the parts of a fish	Treasure Maps	Message in a bottle		
MATHEMATICS	Recognises numerals 1 to 16 Rote counting 0-20							
	Children use quantities	Children count reliably	Children use quantities	Children recognise,	Children use everyday	Children use everyday		
	and objects to subtract two single-digit numbers and count back	with numbers from one to 20, place them in order and say which	and objects to add two single-digit numbers and count on to find the	create and describe patterns.	language to talk about money to compare quantities and objects	language to talk about Capacity to compare quantities and objects		
	to find the answer.	number is one more/ one less than a given number.	answer.		and to solve problems.	and to solve problems.		
	Key vocabulary: total, same, addition, add, plus, more, fewer, less, minus, subtraction, take-away, numbers (11-16), pattern, repeat, capacity, full, empty, half full, half empty, money (1p,2p,5p,10p,20p,50p,£1)							
	Number Focus: 11 Subtraction – 10 Little Speckled Frogs	Number Focus: 12 One Less/One More	Number Focus: 13 Addition	Number Focus: 14 Shape, Space & Measures Focus: Repeating patterns	Number Focus: 15 Shape, space and measures focus: Money	Number Focus: 16 Shape, Space & Measures Focus: Capacity		
UNDERSTANDING	Children make	Children make	Children make	Children make	Children make	Children make		
THE WORLD	observations of animals	observations of animals	observations and	observations of animals	observations and	observations and		
	and explain why some things occur, and talk	and explain why some things occur, and talk	explain why some things occur, and talk about	and explain why some things occur. They know about similarities and	explain why some things occur, and talk about	explain why some things occur, and talk about		
	about changes.	about changes.	changes.	differences in relation living things.	changes.	changes.		
	Life Cycle of a Frog Visit to school pond.	Exploring non-fiction texts about frogs	Skittles colour investigation	Learning about sea creatures	Floating & sinking investigation	Floating & sinking investigation		

	Key vocabulary: life-	Key vocabulary: life-	Key vocabulary: colours,	Key vocabulary: sea	Key vocabulary: float,	Key vocabulary: float,	
	cycle, frogspawn,	cycle, frogspawn,	pattern, idea, prediction,	creatures, fish, octopus,	sink, idea, prediction,	sink, idea, prediction,	
	tadpole, froglet, frog,	tadpole, froglet, frog,	test, result.	shark, dolphin, crab,	test, result.	test, result.	
	pond.	toad, pond, amphibian.		starfish, lobster,			
EXPRESSIVE ARTS	Understand that different media can be combined to create new effects. Use simple tools and techniques competently and appropriately. Experiment to create						
AND DESIGN	different textures. Manipulate materials to achieve a planned effect. Construct with a purpose in mind, using a variety of resources.						
	Junk modelling – Yoghurt	Claude Monet – Water	Whole class Rainbow	Paper towel rainbow art	Making a pirate ship	Making a pirate ship	
	pot frogs	Lilies and the Japanese	Fish – Designing a scale.	(magic messages)	(suitable materials to	(suitable materials to	
		Bridge.			build & then keep	build & then keep	
					waterproofed)	waterproofed)	
	Begins to build a repertoire of songs.						
	Songs:	Songs:	Songs:	Songs:	Songs:	Songs:	
	Joey is a Frog	Joey is a Frog	A hole in the bottom of	A hole in the bottom of	Wonderful Water	Wonderful Water	
	Five Little Speckled Frogs	Five Little Speckled Frogs	the sea	the sea	H2O	H2O	
	Croak!	Croak!	1,2,3,4,5, Once I caught a	1,2,3,4,5, Once I caught	Slippers in the rain	Slippers in the rain	
	Come & Sing	Come & Sing	fish alive	a fish alive			
			The Deep Blue Sea	The Deep Blue Sea			