



Nursery – Park House Medium Term Curriculum Map - Term 2.1 2022-2023



ENTRY POINT

Entry point (completed in Term 2.1) - Children come to school in the first week and see a video on the whiteboard of the gingerbread man running through the outdoor area. Children then go on a hunt to look for clues (rolling pin, baking tray, crumbs, buttons etc) and see if they can guess who it is.

Final clue is the story book – the children read the story and we will start a discussion about our next topic.

PHYSICAL DEVELOPMENT

- Use one-handed tools and equipment, for example, making snips in paper with scissors.
- Show a preference for a dominant hand.
- Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.

COMMUNICATION & LANGUAGE

- Understand a question or instruction that has two parts, such as: “Get your coat and wait at the door”. Understand ‘why’ questions, like: “Why do you think the caterpillar got so fat?”

LITERACY

- Engage in extended conversations about stories, learning new vocabulary.
- Develop their phonological awareness, so that they can: - spot and suggest rhymes.

EXPRESSIVE ARTS AND DESIGN

- Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses, etc
- Make imaginative and complex ‘small worlds’ with blocks and construction kits, such as a city with different buildings and a park.
- Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures.
- Remember and sing entire songs.

MATHEMATICS

- Develop fast recognition of up to 3 objects, without having to count them individually (‘subitising’).
- Say one number for each item in order: 1,2,3,4,5.
- Know that the last number reached when counting a small set of objects tells you how many there are in total (‘cardinal principle’).
- Show ‘finger numbers’ up to 5. Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.

TOPIC – Once Upon A Time

UNDERSTANDING THE WORLD

- Plant seeds and care for growing plants. Understand the key features of the life cycle of a plant and an animal. Begin to understand the need to respect and care for the natural environment and all living things.
- Use all their senses in hands-on exploration of natural materials

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them
- Develop their sense of responsibility and membership of a community.

TRIPS

Aspire Park Teddy Bear's picnic- 26th January

Dress up as your favourite fairytale character- 5th January

EXIT POINT

Workshop and performance with children.



Nursery – Park House Medium Term Curriculum Map - Term 2.2 2022-2023



ENTRY POINT

Entry point- Invite parents to come in and discuss different occupations.

Children to listen and think of a question together to ask.

This then leads the children's learning of their interests and imagining what they can become etc

21st March

PHYSICAL DEVELOPMENT

- Use one-handed tools and equipment, for example, making snips in paper with scissors.
- Show a preference for a dominant hand.
- Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.

COMMUNICATION & LANGUAGE

- Use longer sentences of four to six words.
- Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions.
- Use a wider range of vocabulary.

LITERACY

- Develop their phonological awareness, so that they can: count or clap syllables in a word. Recognise words with the same initial sound, such as money and mother.
- Engage in extended conversations about stories, learning new vocabulary.

MATHEMATICS

- Make comparisons between objects relating to size, length, weight and capacity.
- Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'
- Understand position through words alone – for example, "The bag is under the table," – with no pointing. Describe a familiar route. Discuss routes and locations, using words like 'in front of' and 'behind'.

TOPIC- Imagine That

EXPRESSIVE ARTS AND DESIGN

- Use drawing to represent ideas like movement or loud noises.
- Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.
- Listen with increased attention to sounds.
- Respond to what they have heard, expressing their thoughts and feelings.
- Play instruments with increasing control to express their feelings and ideas.

UNDERSTANDING THE WORLD

- Show interest in different occupations.
- Continue developing positive attitudes about the differences between people.
- Explore and talk about different forces they can feel.
- Talk about the differences between materials and changes they notice.

PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT

- Help to find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas.
- Develop appropriate ways of being assertive.
- Understand gradually how others might be feeling.

EXIT POINT

Art gallery of all the art the children have made - exploring the different artists and their forms.

This will explore occupations and the children will lead their own learning through the topic and so showcase their artwork to their families.

Date: 18th April