

EYFS curriculum map

	Autumn I		Autumn II	Spring I	Spring II	Summer I	Summer II
Topic/ Theme	All about me	People who help us	Christmas	Under the sea	Superheroes	Animals	
						The Zoo	The Farm
Literacy discreet teaching	Literacy teaching: 'A story a day' – focusing on communication and language outcomes Adult focus: handwriting practice & 1:1 reading			1. Tiddler (<i>Julia Donaldson</i>) 2. Rainbow Fish (<i>Marcus Pfister</i>)	1. My superhero 2. <i>tbc</i>	1. The Zoo Vet e-book (T4W) <i>The hungry caterpillar</i> 2. Dear Zoo	1. The Little Red Hen 2. The Gingerbread Man
Phonics	Phase 2			Phase 3		Phase 3 revision	
RE	Religion: Christianity Theme: Caring for others	Religion: Christianity Theme: Christmas Gifts and giving		Religion: Christianity Theme: Noah and the Ark	Religion: Christianity Theme: Easter Story	Religions: Multi (Buddhism, Islam, Judaism, Sikhism) Theme: Explore stories from world religions	

Maths	Autumn Term	Spring Term	Summer Term
Counting – 5 minutes	Rote count to 10 Recognise numeral 1 – 10 Write numerals 0-9 Count 3 objects	Rote count to 20 Recognise numbers to 20 Count up to 10 objects Count on and count back 1	Touch count up to 20
Learn its	1+1 = 2 2+2 = 4	3+3 = 6 4+4 = 8 5+5 = 10	2+1 = 3 2+3=5 Multiples of 10

Maths discreet teaching		
Addition	Subtraction	Shape, space and measures
<p>Use the language 'more' to compare two groups</p> <p>Estimate how many</p> <p>Find the total number of 2 groups</p> <p>Find 1 more</p> <p>Know that numbers identify how many objects are in a set</p> <p>Separate a group of 3 or 4 objects in different ways, beginning to recognize that the totals is still the same</p> <p>Know that a group of things changes in quantity when something is added</p> <p>Compare sets of objects,</p> <ul style="list-style-type: none"> ➤ saying when they have the same number ➤ saying which has more objects ➤ saying how many more are in each set <p>Find one more than a number from 1 to 10</p> <p>Say the number that is 1 more than a given number</p> <p>Know that numbers are made up of different numbers (i.e. 4 can be 4 & 0; 1 & 3; 2 & 2)</p> <p>Find the 'total' or 'how many altogether' after 2 sets have been combined</p> <p>Count on to add</p> <p>Use vocabulary of equals, makes, leaves, balances, same, total, how many altogether</p> <p>Understand addition as increase</p>	<p>Use the language 'fewer' to compare two groups</p> <p>Find one less</p> <p>Know that numbers identify how many objects are in a set.</p> <p>Know that a group of things changes in quantity when something is taken away</p> <p>Count out objects from a larger group</p> <p>Compare sets of objects</p> <ul style="list-style-type: none"> ➤ saying when they have the same number ➤ saying which has fewer objects ➤ saying how many fewer are in each set <p>Subtract by counting a group of objects, counting out the number to remove and then recounting all</p> <p>Find one less than a number from 1 to 10</p> <p>Know that numbers are made of different numbers ((i.e. 4 can be 4 & 0; 1 & 3)</p> <p>Represent numbers in different ways using equipment, such as 5 or 10 frames, numberlines, numicon</p> <p>Understand the effect of subtracting zero</p> <p>Understand the effect of subtracting the full amount</p> <p>Compare group of objects, saying how many belong and how many don't belong in the set</p> <p>Count back to subtract</p> <p>Use vocabulary of equals: makes, leaves, balance, same, total,</p> <p>Use vocabulary of subtraction: take away, how many left, subtract, minus</p> <p>Use vocabulary of comparison in practical contexts: how many few? How much short/cheaper than...?</p> <p>Understand subtraction as a decrease</p>	<p>Show interest in shapes around me /</p> <p>Use shapes with purpose as I play</p> <p>See when shapes are similar</p> <p>Create a symmetrical picture</p> <p>Recognise 2D shapes: square, triangle, rectangle</p> <p>Name and describe simple 2D shapes & identify in real life</p> <p>Recognise 3D shapes:, cube, pyramid, sphere</p> <p>Describe simple 3D shapes & identify 3D shapes in real life</p> <p>Use positional language</p> <p>Order items by length or height</p> <p>Use language related to time</p> <p>Move myself in lots of specific ways</p> <p>Describe a variety of different positions, for me, others or objects as I play</p>