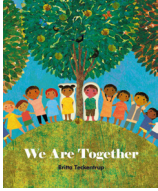
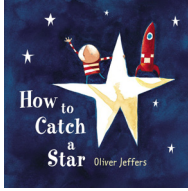
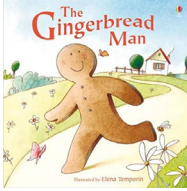

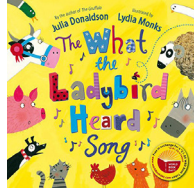
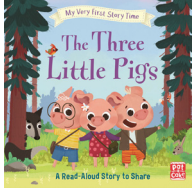
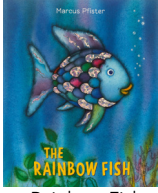
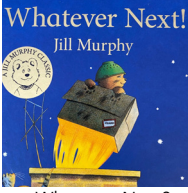
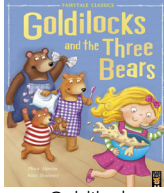
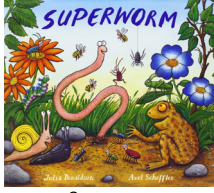




LONG TERM PLANNER 2026-2027 EYFS



SUBJECT	AUTUMN 1		AUTUMN 2		SPRING 1		SPRING 2		SUMMER 1		SUMMER 2	
	What can we celebrate about us?		What is out of this world?		How would you feel if you were in a fairy tale?		Do you know what is in your garden?		What animal would you be and why?		Is there really no place like home?	
TOPIC QUESTION	What do I know about me?	What can we celebrate about our community?	Twinkle, twinkle, little star, how I wonder what you are.	Did the cow really jump over the moon?	Can you run as fast as you can?	Should Goldilocks say sorry?	What happened to Jack's beans?	Are all mini beasts scary?	What would you find on a farm?	Would you invite a tiger to tea?	Is everybody's home the same?	Can I huff and puff and blow your house down?
DRIVER	People and Communities		The World		The World		The World		The World		People and Communities	
UNDERSTANDING THE WORLD (ELG)	<p>The World To know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environments might vary from one another.</p>											
	<p>People and Communities To talk about past and present events in their own lives and in the lives of family members. To know about similarities and differences between themselves and others, and among families, communities and traditions.</p>											
PSHCE	New beginnings		Getting on and falling out		Going for goals		Good to be me		Relationships		Changes	
COMMUNICATION AND LANGUAGE/ LITERACY	CVC		Labels and captions		Instruction and letter		Instructions and fact file		Fact file and life cycle		Descriptive writing	
QUALITY FIRST TEXT (3 WEEK)	 We are Together		 How to Catch a Star		 Gingerbread Man		 Jack and the Beanstalk		 What the Ladybird Heard		 The Three Little Pigs	
	 Rainbow Fish		 Whatever Next?		 Goldilocks		 Superworm		 The Tiger Who Came to Tea		 Learning and Reciting Poetry	

SUBJECT	AUTUMN 1		AUTUMN 2		SPRING 1		SPRING 2		SUMMER 1		SUMMER 2	
POEMS OFF-BY-HEART	Nursery rhyme/alliteration						Nursery rhyme/alliteration					
MATHS KIRFS	Say the number names in order to 5.		Say shape names and follow patterns.		To partition numbers into two groups.		To begin to know the days of the week.		Say the number names to 10.		To find doubles.	
MATHS OVERVIEW	Baseline Number one Number two		Number three Number four Number five		Consolidating one to five		Number six Number seven		Number eight Number nine		Number ten Consolidation	
SCIENTIFIC ENQUIRY	Exploring Materials		Solar System		Floating and Sinking Seasons		Mini Beasts Planting		Animals		Exploring Materials	
CREATIVE - ART/ DESIGN AND TECHNOLOGY	Rainbow Fish - Exploring Materials Collages		Damien Hirst - Spinning Circles (Artist Study) Wassily Kandinsky		Making Gingerbread Men and Porridge		The Wild Flower Meadow - Printing with natural objects		Animals - exploring pastels, chalk, crayon, charcoal, pencil and pen		Observation drawing of houses Building houses - sculpture	
PE	Personal: I can work on simple tasks by myself. I can follow instructions and practise safely.		Social: I can work with others, taking turns and sharing.		Cognitive: I can name some things I am good at. I can understand how to follow simple rules.		Creative: I can explore and describe different movements.		Physical: I can perform a small range of skills and link two movements together. I can perform a single skill or movement with some control.		Health and Fitness: I can explain why exercise is important for good health.	
RE	What is special about me?		How are special times celebrated?		What makes a good helper?		What can we see in our wonderful world?		Who and what are special to us?		Where do we live and who lives there?	
MUSIC (CHARANGA)	Me		My stories		Everyone!		Our world		Big Bear World		Reflect, Rewind and Replay	
COMPUTING	How to use a mouse		How to use a mouse		Keyboard work		Keyboard work		Simple programming		Simple programming	
ENRICHMENT	Getting to know you games.	Police, fire, ambulance.	Space man day!	Nativity Carol concert.	Baking gingerbread men. Sainsbury's.	Making porridge.	A beanstalk in the classroom!	Minibeast hunting outside. Homebase.	Meanwood Valley Urban Farm Vet.	Tea party. Sam's safari.	House spotting in the area.	Getting to know you games.