

The Woodland Federation

<u>Winkleigh Primary School</u> <u>Owls Curriculum Map 2024 – 2025</u>

PrimarySchool								
Subject	Autumn		Spring		Summer			
Personal Social	Me and my	Valuing difference	Keeping safe	Rights and respect	Being my best	Growing and changing		
Emotional Development	relationships							
Communication and	Giraffe's can't dance	There's a witch in your	Is it Spring Yet?	Jack and the Beanstalk	Whatever next			
language	Elmer	book	We're going on a bear	Jasper's beanstalk	Aliens love underpants Q Pootle 5 The naughty bus The flying diggers Tractor Ted Thomas The Tank Engine The hungry caterpillar			
	Super Duper You	Room on the broom	hunt	The 3 billy goat's gruff				
	How to fill your bucket	Lighting a Lamp	Tree, a peek through	The gingerbread man				
		(Diwali)	picture book					
			Rosie's Hat					
Communication and	Mark making linked to	Letter formation	Letter formation	Making posters and	Writing lists and	Writing short sentences		
Literacy	stories read, drawing	Labels and captions	Writing labels and	signs, labelling maps	invitations	to create own stories		
	and talking about own		captions					
	drawings	_						
Physical Development	Me and Myself	Dance	Movement	Working with Others	Throwing and	Fun & Games and		
Gross motor skills	Balancing and moving		<u>development</u>		Catching:	<u>Sports Day</u>		
	in different ways,	Music and movement		Teamwork and				
	running, playing	through dance and	Gymnastics and small	cooperation	Throwing and catching,	Athletics – running,		
	listening games, circle	stories.	apparatus		kicking, rolling, aiming	jumping, throwing,		
	time games.					catching, skipping		
Fine motor skills	Development of correct r	anail and saisson grin. Con	reat use of knives and forks	Parachute games				
The motor skins	Development of correct pencil and scissor grip. Correct use of knives and forks. Threading activities, pouring milk from a jug, taking shoes, socks and jumpers on and off, use of construction kits to build							
Maths	Number rhymes and	Representing and	Introducing zero, Number bonds to 10, Building numbers Doubling, sharing,					
Widuis	songs, sorting and	comparing and	comparison and	3D shape & pattern,	beyond 10. Adding	grouping, odd and even,		
	matching, size, mass	composition of numbers	composition of numbers	length, height and time	more, taking away,	capacity, patterns &		
	and capacity, making	1-5, one more and one	5-8, making pairs,	iongui, noight und time	matching and	relationships		
	patterns	less, 2D shapes, time	combining groups		manipulating shapes	relationships		
	putterns	iess, 22 shapes, time	comonning Broups		manipulating shapes			

Understanding the World	Our likes and dislikes, using our senses, who is in our family? Jobs people do	Festivals and special celebrations	The changing seasons Maps and map making Chinese New Year	Planting and growing Traditional stories from the past Floating and sinking	Travel and transport through time Occupations Comparing different environments Holidays and travel – maps and journeys Life cycles	
Expressive Art and Design	Drawing and weaving	Printing	Painting and colour mixing – how is a rainbow made?	Drawing	Sculpture and junk modelling (rockets, buses, spaceships)	Drawing – taking our time with observational drawings
Religious Education	Being special; where do we belong	Why is Christmas special for Christians?	Which times / stories are special and why?	Why is Easter special to Christians?	What places are special and why?	Why is the word 'God' so important to Christians?
Music	Me!: joining in with rhymes & songs linked to growing, homes, colour, toys, how I look	My stories: Rhymes and action songs linked to Christmas, festivals, fairies, pirates, superheroes	Everyone: Rhymes and action songs linked to family, friends, people and music from around the world	Our World: Rhymes and action songs linked to animals, jungle, minibeasts, night and day, seasons, weather, sea and space	Big Bear Funk: Listening and appraising, playing instruments, performing and sharing	Reflect, rewind and replay: consolidation of learning, classical music