Foundation 1 Spring Term 1

Communication and Language		Physical Development		PSED		
Listening,	Speaking	Fine Motor	Gross Motor	Self-Regulation	Managing Self	Building Relationships
Attention, Understanding						
Social rules of listening	Phonology - Rules about the	Control:	Flexibility:	Behaviour:	Confidence	Relationships/co-operation
Follows the routine of the	structure and sequence of	Begins to apply meaning to	Begins to use large-muscle	Follows the routine of the	Shows confidence in social	Play may be led by others to
setting with some support.	speech sounds	marks they make with prompts	movements in their play, e.g.,	setting with some support.	situations.	another activity of their choice
Listening to what is read with	Uses final consonants most of	from adults.	waving a flag. Begins to	Awareness of own feelings:	Resilience	Play
understanding	the time	Dexterity:	understand how directions like	Finds ways to calm themselves,	Has a growing ability to distract	Plays with peers at an activity
Focuses on the person who is	- Diminutisation - adding 'i' to	Digital Grasp - Pupils begin to	'over' and 'under' affect their	through being calmed and	oneself when upset within the	of their choice.
talking in a calm environment,	the end of nouns e.g., 'doggy'.	use a digital grasp when	movement.	comforted by a familiar adult.	environment, e.g., by engaging	Attachments
e.g., small group activity.	Prevocalic voicing - voiceless	making marks. This might	Hand-eye co-ordination:	Other's feelings (empathy):	in new play activity.	Awareness of their basic own
Listening, retelling, recounting	consonant in the beginning of a	involve using all five fingers.	Uses hand-eye coordination to	Is able to show comfort	Following rules	emotions e.g. being happy.
and performing	word like 'k' or 'f' is substituted	Flexibility:	be increasingly independent in	towards others e.g. gives a hug	Shows a simple understanding	Aware of own needs
Responds to others pretending	with a voiced consonant like 'g'	Manipulates, rolls and changes	meeting their own needs, e.g.	or passes them a toy.	as to why we have rules, e.g.,	Becomes aware of simple
to be characters in books.	or 'v'.	materials. For example – using	putting on their own coat.	Challenge:	only three people are allowed	emotions following the process
Listening and learning	Reduplication - when a	playdough.	Balance:	Selects and uses resources with	in the water tray	below: Adult recognises the
Understands very simple	complete or incomplete		Can start to walk over	support.	Making Choices	emotion. Adult names the
questions about 'who', 'what'	syllable is repeated 'baba' for	Starts to recognise the	obstacles with balance and	Engagement:	Shows an awareness of how	emotion for the child. Adult
and 'where' (but generally not	'bottle'.	changes they can make using	control, sometimes with	Joins in a range of activities	their choices may effect and	provides some comfort.
'why').	Unstressed syllable deletion -	tools and equipment.	support.	that interest them for a longer	involve others around them.	Adult offers solution.
Listening to following	unstressed or week syllables		Strength:	period of time.	Personal Health	Sensitivity to other's needs
instructions	omitted 'nana' for banana		Lifts larger equipment, not		Models self-care routines	Responds to the emotions of
Responds to their name and	'ocpus' for octopus		always successfully.	Finds what they want to play	within their play more	adults in the setting.
will change activity when	Fronting - Velar or palatal			with and stays with the	independently, for example	
encouraged by adults.	sounds like 'k', 'g' and 'sh' are		Shows increasing development	activity for longer periods of	caring for babies, feeding	Starts to 'dip' into others' play.
Responds to simple questions	substituted with alveolar		of control over trickier tools,	time. Accepts help from adults	them, putting clothes on.	
and attempts to answer by	sounds like 't' and 's' - 'tootie'		e.g. a flag, a spade	when they need it.		
speaking, pointing or	for cookie.				Starts to comply with the	Jigsaw Link: Dreams and
gesturing.	Pragmatics - Rule for				boundaries of school knowing	Goals
	appropriate and effective				there are rules. Shows an	
	communication				awareness of how their	
	Requests permission.				choices may effect and involve	
	- Begins using language for				others around them	
	fantasies, jokes, teasing.					
	Semantics - Vocabulary and					
	how concepts are expressed					
	through words					
	Comprehends 1,500 – 2,000					
	Understands concept of the					
	number three (give me just					
	three).					
	Name advantage Co.					
	More adverbs of time/manner					
	are being used.					
	- Conjunction 'because'					
	emerging. Uses 'got' (I got it).					
	Dunils are more soufid out					
	Pupils are more confident					
	when using fantasy language					
	in play.					

Literacy			Maths			
Word Reading	Comprehension	Writing	Number	Numerical Patterns	Shape Space and Measures	
Phonics: Listening and making sounds: I join in with clapping, tapping or stamping a steady beat when I join in with stories, songs and rhymes Recalling and sequencing sounds: I continue, repeat and make up a rhythm by clapping or using an instrument Talking about sounds: I clap the beats in my name and other familiar words Word reading Identifies signs and symbols in the environment and recalls what they mean. Phonological Awareness Explores different ways of making sounds with their bodies and repeats patterns. Count or clap syllables in a word. Explores different ways of making sounds with their bodies, continues and repeats rhythms. Claps beat in name in familiar words Identifies environmental sounds and can copy/repeat some.		Handwriting Begins to represent letters. Uses Quadruped grasp (4 fingers). Spelling Scribbles but makes marks moving from left to right on the page. Composition Tells an adult about what they have drawn or painted. Shows consideration when mark making. Starts to take their time changing their tool as the marks progress.	Number Mark make and ascribe some concept of number to the marks (attempts at digits from the environment, making dots, lines etc). Place value/cardinality Subitises one, two and three objects (without counting). Calculation Knows the total of two groups is bigger than the individual group. Subitises and counts to 3.	·	Shape Shows awareness of shape similarities and differences between objects. Measures Investigates different measures and notices differences. Sorts using simple criteria.	

			Expressive Arts and Design		
Past and Present	People Culture and Communities	The Natural World	Creating with Materials	Being Imaginative and Expressive	
Chronology and Sequencing	Religious Education	Working Scientifically	Art- Drawing	Imagination and Creativity	
Talks about their immediate	Understands that not everyone	Explores how things work.	Drawings are symbolic and created with purpose and intent.	Begins to develop stories using small-world equipment like	
family. Enjoys joining in with	celebrates the same festival.	Plants seeds and cares for	Marks recognisably represent an object for example people with	animal sets and dolls' houses. Likes to sing and play with friends.	
family customs and routines.	Locational Geography	growing plants.	a head, arms and legs.	Will perform in front of peers.	
		Understands the key features	Drawings include squares, rectangles and circles.	Imitates peers' imaginative play. Play is based on associate play	
	Knows some landmark	of the life cycle of a plant and	Restricts the use of a page to produce "an image".	(not much interaction between children but activity similar to	
Historical Enquiry	buildings (including places of	an animal.	Painting	that of others).	
Recognises pictures in non-	worship) in their local	Makes simple predictions with	Experiments with applying paint with a brush using different	Musical development Hearing & listening	
fiction books applying new	environment and discusses	support.	movements, e.g., dabs, splodges, sweeps. Follows adult	Responds to what they have heard, expressing their thoughts and	
knowledge and vocabulary.	their importance.	Similarities and Differences	modelling to make different kinds of marks.	feelings.	
Similarities and Differences	Geographical Knowledge	Comments and asks questions	Colour	Describes the sound of instruments, for example, scratchy sound,	
Makes connections between	Knows that there are different	about aspects of their familiar	Begins to name and collect objects by colour.	soft sound, loud sound.	
the features of their family and	countries in the world and talks	world such as the place where	The use of colour is more emotional than logical.	Musical development vocalising & singing	
other families.	about the differences they	they live or the natural world.	Multimedia	Remembers and sings an entire song or nursery rhyme from	
	have experienced or seen in	Talks about why things happen	Enjoys experiencing different textures and sensory activities.	school or home. Has strong preferences for songs he or she likes	
Children show an interest in	photos.	and how things work.	Shows interest in and describes (simple vocabulary) the texture of	to sing and/or listen to.	
the people in their family and	Similarities and Differences	Developing an understanding	objects.	Musical development moving & dancing	
can tell some simple facts	Looks closely at similarities,	of growth, decay and changes		Moves body rhythmically. Imitates movements in response to	
about their family. They	differences, patterns and	over time.	Uses finger, hand or foot to create a print.	music.	
recognise some families have	change.	Shows care and concern for		Musical development Exploring & playing	
similar features.	Makes connections between	living things and the	DT- Design	Explores and is beginning to understand that adjusting our	
	the features of their family	environment.	Uses a variety of construction materials.	movements adjusts the sounds we produce with instruments.	
	and other families.	Understands that some animals	Will sometimes create a drawing/a design of personal interest	Experiments with ways of playing instruments, e.g., loud/quiet	
		have similar features.	often with support.	(dynamics), fast/slow (tempo).	
			Make	Imaginatively plays with small world and in the role play	
		Children start to notice when	Knows the name of different tools, knows their purpose and	developing ideas and scenarios. Listens to music and moves in a	
		things have changes with	understands they need to be used safely. Eg.	way that starts to show interpretation. E.g. this is like a mouse.	
		support from an adult.	Scissors- cutting. Sellotape/ masking tape/ glue- sticking.		
			To begin to construct stacking blocks vertically and horizontally,		
			making enclosures and creating spaces.		
			Technical Knowledge		
			Relates tools to a specific purpose.		
			Evaluate		
			Makes a choice relating to what they want to create e.g. a tool,		
			colour etc.		
			Food and Nutrition		
			Knows that different foods have different tastes.		
			Begins to use a range of utensils and tools through play.		