

Federation of Hanbury's Farm and Oakhill Community Primary Schools EYFS Long Term Overview — Core Subjects



W riting	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Focused Provision		Movement 2 – Down Mo	- Focused Gross Motor Movemovement 3 - Circles Movemovement 3	nent with Flipper Flappers to Mu	5 - Shake Movement (
Ongoing Provision	Continuous	·	Gross and Fine Motor Activities	s, mark making using a variety (, and the second	nd sensory play,
Development Matters 0 – 3 Years	PD - Explore different materials and tools	L - Enjoys drawing freely	EAD - Explore paint, using fingers and other parts of their bodies as well as brushes and other tools	L - Add some marks to their drawings, which they give meaning to. For example: "That says mummy."	EAD - Start to make marks intentionally.	L - Make marks on their picture to stand for their name or has other meaning
Focused Provision		love 1 — up & down / side to :	sions — Focused Gross Motor N	Novement with Flipper Flappers	love 3 – the circles (c, o, a	· ·
		·	·		- the percussive spiral (e)	
					of resources, exploratory ar	nd sensory play,
	Ongoing Provision Development Matters 0 - 3 Years Focused Provision Ongoing	Daily 1 Movement 1 - Up Continuous I Development Matters 0 - 3 Years Focused Provision Development Matters Ongoing Continuous I Continuous I Continuous I Continuous I	Daily 10 Minute Focused Sessions	Daily 10 Minute Focused Sessions - Focused Gross Motor Movement 1 - Up Movement 2 - Down Movement 3 - Circles Movement Movement 7 - Jump Movement 8 - Turning Turtle Movement 7 - Jump Movement 8 - Turning Turtle Movement 9 - Daily Routine - finger rhy Movement 8 - Turning Turtle Movement 9 - Daily Routine - finger rhy EAD - Explore paint, using fingers and other parts of their bodies as well as brushes and other tools	Daily 10 Minute Focused Sessions – Focused Gross Motor Movement with Flipper Flappers to Mu Movement 1 – Up Movement 2 – Down Movement 3 – Circles Movement 4 – Wiggle it Movement Movement 7 – Jump Movement 8 – Turning Turtle Movement 9 – Flip and Roll Movement 7 – Jump Movement 8 – Turning Turtle Movement 9 – Flip and Roll Movement 9 – Fl	Daily 10 Minute Focused Sessions - Focused Gross Motor Movement with Flipper Flappers to Music and Planned Tough Tro Movement 1 - Up Movement 2 - Down Movement 3 - Circles Movement 4 - Wiggle it Movement 5 - Shake Movement 6

	Development Matters	PD - Uses large-muscle movements to wave flags and streamers, paint and make marks.	PD - Uses one-handed tools and equipment, for example, making snips in paper with scissors.	PD - Uses a comfortable grip with good control when holding pens and pencils and a preference for dominant hand	L - Uses some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; write 'm' for mummy.	L - Writes some or all of their name.	L - Writes some letters accurately
	Focused Provision	Squiggle wiggle & Dough Gym Moves 1-9	Differentiated Fine Motor Groups	Scaffolded Writing for Purpose Groups	Scaffolded Writing for Purpose Groups	Scaffolded Writing for Purpose Groups	Scaffolded Writing for Purpose Groups
		Name writing and some initial sounds	Writes some initial sounds and CVC words	Write CVC words, captions and Labels	Simple Sentence writing	Independent simple sentence	Extended sentence writing
			Mighty Writer - Oral	Mighty Writer – Oral	Mighty Writer - Mini	Mighty Writer - mini	Mighty Writer
Reception	Development Matters	PD - Use a range of tools competently, safely and confidently such as pencils paintbrushes, scissors, knives, forks and spoons.	L - Form lower-case and capital letters correctly.	L - Spell words by identifying the sounds and then writing the sound with letter/s.	L- Develop the foundations of a handwriting style which is fast, accurate and efficient.	L - Write short sentences with words with known letter-sound correspondences using a capital letter and full stop.	L - Re-read what they have written to check that it makes sense.
	ELG	Physic	al Development - Fine Mot	or Skills		Literacy - Writing	
	LEO	almost all cases. Use a range of small t	ly in preparation for fluent wri ools, including scissors, paintbi cy and care when drawing.		 Spell words by ident letter or letters. 	etters, most of which are correctifying sounds in them and reposed some sounds in the con be re-	presenting the sounds with a

	Phonics	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Pre-school 0 – 3 Years	where developmentally		•	crimination – environmental al Sound discrimination – Bo	vities – 3 week blocks Aspect 2 - General Sound dy Percussion Aspect 4 - R Voice Sounds		ત	
Pre-	Ongoing Provision		Daily 1	Nursery Rhymes and Songs inc	luding instruments, dancing and	1 music		
	Development Matters	EAD - Show attention to sounds and music	L- Enjoys songs and rhymes, tuning in and paying attention	L - Say some of the words in songs and rhymes. Copy finger movements and other gestures	EAD - Explore a range of sound makers and instruments and play them in different ways.	EAD - Enjoy and take part in action songs, such as 'Twinkle, Twinkle Little Star'.	EAD - Anticipate phrases and actions in rhymes and songs, like 'Peepo'.	
	Focused Provision				RWI Tier 2 Fred Talk and Fred Talk Games		RWI Tier 3 Naming picture sounds on Set 1 Cards Phonics Teaching — teach sounds, say, read, review	
ก์		Aspec Introduce Alliteration Segm	and Oral Blending and	Introduce Alliteration	c ts 1-7 and Oral Blending and enting	Friorites Federling – teach	sourius, suy, reuu, review	
Nursery	Ongoing Provision		Fred Ta		y Rhymes, Songs and Stories sounds, oral blending and seg	gmenting		
	Development Matters	EAD - Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs.	EAD - Play instruments with increasing control to express their feelings and ideas.	L - Can spot suggested rhyme	L - Can count or clap syllables in words	L - Can recognise words with the same initial sounds		
Reception	Focused Provision	Set 1A Set 1B Word Time 1.1 – 1.3	Set 1C Speedy Sounds Word Time 1.1 — 1.5 Sound Blending books 1- 5	Ditty Review 1.1 – 1.4 Teach 1.5 – 1.6 Ditty 1-10 Sound Blending 6-10	Red Set 1 Speedy Review Set 1 Review Word Time 1.5 Teach 1.6 — 1.7 Read Red Books Speedy Green Word Ditty 11 -20	Green Teach set 2 Review set 1 Green Words	Green / Purple Teach set 2 sounds Review set 1 Green Words	

Development Matters	L - Read individual letters by saying the sounds for them	L - Blend sounds into words, so that they can read short words made up of known letter-sound correspondences.	L - Read some letter groups that each represent one sound and say sounds for them.	L - Read a few common exception words matched to the school's phonic programme.	L - Read simple phrases and sentences made up of words with known letter—sound correspondences and, where necessary, a few exception words.	
ELG	 Say a sound for each le Read words consistent v Read aloud simple sente 	Literacy - Word Reading tter in the alphabet and at lease with their phonic knowledge by nces and books that are consistence ne common exception words.	st 10 digraphs. sound-blending.			

	Reading	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Key Text	Post Man Bear	Wow said the Owl	This Bear, That Bear	Oh Dear!	Orange, Pear, Apple Bear	Brown Bear Brown Bear
Pre-school	Key Provision	Daily Routi	Continu	ous Provision – Story Boo	handling and sharing books w k Play inside and outside opp ld Reading for pleasure Librar	ortunities	eated refrains
Ġ.	Development Matters	L - Enjoys sharing books with an adult.	L - Have favourite books and seek them out, to share with an adult, with another child, or to look at alone.	L - Repeat words and phrases from familiar stories	L - Notice some print, such as the first letter of their name, a bus or door number, or a familiar logo.		
	Key Text	Goldilocks	The Gingerbread Man	We're Going on a Bear Hunt	Rosie's Walk	The Very Hungry Caterpillar	Dear Zoo
Nursery	Ongoing Provision	Daily Routi	Continu	ous Provision — Story Boo	handling and sharing books w ok Play inside and outside opp id Reading for pleasure Library	ortunities	eated refrains
	Development Matters	CL - Enjoys listening to longer stories and can remember much of what happens.	L - Know that we read English text from left to right and from top to bottom	L - Know the names of the different parts of a book	L - Engage in extended conversations about stories, learning new vocabulary		
	Focused Provision	Three Little Pigs Tiger Who Came to Tea	The Enormous Turnip Whatever Next!	Little Red Riding Hood Owl Babies	Billy Goats Gruff Mr Gumpy's Outing	Jack and the Beanstalk Jaspers Beanstalk	The Hare and the Tortoise Handa's Surprise
Reception	Development Matters	CL - Retell the story, once they have developed a deep familiarity with the text; some as exact repetition and some in their own words.	CL - Listen to and talk about selected non-fiction to develop a deep familiarity with new knowledge and vocabulary.		SEE Literacy Planning for 2 weekly overview of Text Sessions		

	Literacy – Comprehension
ELG	 Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.
	Anticipate (where appropriate) key events in stories.
	 Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role play.

	Maths	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
hool	Development Matters	M - Complete inset puzzles.	M - Take part in finger rhymes with numbers	M - Count in everyday contexts, sometimes skipping numbers – '1-2- 3-5'.	M - React to changes of amount in a group of up to three items saying lots or more	Compare sizes, weights etc. using gesture and language - 'bigger/little/smaller', 'high/low', 'tall', 'heavy'.	Notice patterns and arrange things in patterns.
Pre-School	Ongoing Provision				ne in Small Groups, using rea ities, maths planned activities		
	Focused Learning	Number Rhymes and manipulatives to 3	Number Rhymes and manipulatives to 3	Number Rhymes and manipulatives to 5	Number Rhymes and manipulatives to 5	Number Rhymes and manipulatives to 5	Number Rhymes and manipulatives to 5
Nursery	Development Matters	M - Recite numbers past 5	M - Fast recognition of up to 3 objects, without having to count them individually ('subitising').	M - Show 'finger numbers' up to 5.	M - Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.	M - Compare quantities using language: 'more than', 'fewer than'.	M- Solve real world mathematical problems with numbers up to 5.
	Ongoing Provision	D			I Small Groups, using manipula ities, maths planned activities		es)
	Focused Provision	Power Math	ns Unit 1 - 5	Power Maths	s Unit 6 – 11	Power Maths	: Unit 12 - 16
Reception	Development Matters	PM - <i>Subatise up to 5</i> PM - Link quantity to number	PM - Recall number bonds to 5 PM - Understand and recall 'one more than/one less than' relationship between consecutive numbers.	PM - Number recognition	PM - Recall of number bonds to 10	PM - Rote count up to and beyond 20 PM - Recall doubling facts	PM - Recall odd and even numbers PM - Explore how quantities can be distributed equally (sharing)
		Target - M – rote count to 20	Target = M - Number recognition to 10	Targe t = M – Recall number bonds to 5	Target - M – Recall number bonds to 10	Target - M - recall doubles and halves	Target - M – recall odd and even numbers

ELG	Mathematics - Number	Mathematics - Numerical Patterns
	Have a deep understanding of number to 10, including the composition of each number.	Verbally count beyond 20, recognising the pattern of the counting system.
	Subitise (recognise quantities without counting) up to 5.	Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other Quantity.
	 Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts. 	Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally