



Summer One- On The Move!
Curriculum Overview For Foundation Stage

SUMMER TERM 1	Week 1	Week 2	Week 3	Week 4	Week 5
	Air	Road	Road	Rail	Water/Pirates
Important events	(4 days)		(4 days)		(4 days)
		FS2 - Bike sessions			
	World Earth Day-		VE Day - Thurs	Little City-Mon	Books in the Woods -
	Tues	FS1 to walk to zebra			Wed
		crossing		FS2 visit to MK	
				Museum - Thurs	Pirate Day- Thurs
Focus Text	Martha Maps It Out -	Mrs Armitage On	The Hundred Decker	The Magic Train Ride-	The Night Pirates-
	Leigh Hodkinson	Wheels - Quentin	Bus - Mike Smith	Sally Crabtree	Peter Harris
		Blake			
Additional Texts	The Great Pet Sale-	Don't Let the Pigeon	Last Stop On Market	Big Blue Train - Julia	Portside Pirates -
	Mick Inkpen	Drive the Bus-	Street- Matt De La Pena	Jarman	Oscar Seaworthy
	Blown Away!- Rob	You Can't Take an		There's a Tiger on the	Mr Gumpy's Outing -
	Biddulph	Elephant on the Bus- Patricia Cleveland-	On The Way Home- Jill Murphy	Train- Mariesa Dulak	John Burningham
	Whatever Next! - Jill	Peck	, ,	Transport texts - Tony	Mrs Armitage and the
	Murphy		Transport texts - Tony	Mitton	Big Wave- Quentin
		Mrs Armitage, Queen	Mitton		Blake
	Transport texts - Tony	of the Road- Quentin			
	Mitton	Blake			Transport texts - Tony Mitton
	Raccoon and the Hot	Transport texts - Tony			
	Air Balloon- Jill Atkin	Mitton			

	FS1	Take turns in speech and listen to others	Can communicate a basic need to an adult	Describe events that have already happened	Enjoy make believe	Enjoy make believe
		Key worker groups- what did they do over the holidays.	Through observations	Discussion about journeys - relate to journey to zebra crossing / journey to school / holidays etc	Mrs Armitage stories	Pirate role play
Communication and Language	FS2	Enjoy listening to an increasing range of stories Developing use of story language Retell stories in increasing detail Discussion about what they did in the holidays (Check-in) Curriculum Map- What do they already know about transport?	Understand spoken instructions and can listen without stopping what they are doing (bike riding link) Bike Week- Follow instructions while learning to ride or navigating obstacles for those who can already ride	Ask relevant questions in response to what they have heard Drawing Club design of their bus- can they answer their partner's questions on their design?	Understand a longer list of instructions Describe events in more detail Discussion about our trip to MK Museum	Building their bank of words, ask meaning of new words and trying to use in context Drawing Club link to vocabulary introduced-Pirate and Ship focus
Literacy	FS1	Shows awareness of sounds and is able to make sounds Listening activities	Give meaning to their marks. Draw themselves getting to school (walking, bike, scooter)	Enjoys stories and can join in with repeating phrases The Hundred Decker Bus	Book skills, identifying parts of a book The Big Blue Train	Enjoys stories and can join in with repeating phrases Pirate stories
	FS2	Is able to engage in book talk, e.g., author, illustrator, blurb and title Drawing club outcome- Draw a map of our classroom on whiteboards (UTW link)	Can join in and recite familiar refrains in traditional tales and rhymes What this bike needs isCircle time activity	Is able to write most graphemes, with correct formation Can write a simple sentence more independently	Knows that information can be retrieved from books and computers As a class use computer to get more information about old vehicles	Can say most taught phonemes associated with a grapheme Can read many HFW and focus words given

		Can segment sounds confidently in simple words and blend them together Daily Reading Groups	Is aware of the order of a story and can tell beginning, middle and end Drawing club outcome- Retell the story and adapt ending using our own ideas Write a simple sentence in books	Drawing Club Outcome- Design your own deck for the 'Hundred Decker Bus' Write a simple sentence in books	Can join in and recite familiar refrains in traditional tales and rhymes Drawing Club Outcome-Drama activity using repeated refrains from the story and a simple sentence in books	Monster Phonics Sound and word assessments
Maths	FS1	Through role play, (shops) begin to show awareness of money Model role play pet shop and introduce new vocabulary, including language associated with money White Rose- Show Me 5 (Counting 5)	Join in with number songs and rhymes, showing some awareness of counting Count with 1-1 correspondence Number activities White Rose-Show Me 5 (Counting 5)	Join in with number songs and rhymes, showing some awareness of counting Number activity- how many people on the bus White Rose-Make games and actions (Subitising 4)	Can put toys in position in response to language, eg, put the bear in front of the table Positional Language activities using the Beebots White Rose-Make games and actions (Subitising 4)	Play with and talk about 2D shapes 2D shape activities White Rose-Match, Sort and Compare (Comparison 3)
	FS2	Mastering Number Counting beyond 20 Automatically recall numbers bonds for numbers 0 to 5 and some to 10 Number bonds- estimating	Mastering Number Subitising using their knowledge of doubles (draw picture number sentence assessment) Explore the composition of numbers to 10 Addition	Mastering Number Composition of numbers up to 5 (when one part is hidden) Explore the composition of numbers to 10 Subtraction	Mastering Number Composition of numbers up to 9 as '5 and a bit' (fruit kebabs assessment) Select, rotate and manipulate shapes 3D Shapes - making vehicles	Mastering Number Comparing numbers to 10 on a number track (photo assessment) Compare numbers. Understand the 1 more and 1 less relationship 1 more 1 less teen numbers

Understanding the world	FS1	Understand modes of transport Assess prior learning and what they would like to learn about transport (Learning map)	Understand modes of transport Walk to the zebra crossing Road safety	To know that the king is the king (British values) VE Day celebrations	Follow simple directions- forwards, backwards Beebots Pirate song	Look closely at similarities, differences, patterns and changes Make a pirate ship
	FS2	Knows what happens within each season and how the weather changes Develops an understanding of locational knowledge – beach, city, river, country Learning map-Planning linked to children's prior knowledge and what they want to learn	Uses descriptive terms such as 'boiling' and 'freezing' Frozen Playdough and warm water- observe changes of state Melt ice cubes in the sun Finds out how things work by observations and experimentation (Bike riding link) Watch others riding their bike- what are they doing to move along? How are they balancing?	Uses descriptive terms such as 'smooth', 'rough' Road surfaces-investigate which parts of our school will be rough and smooth Knows how to keep healthy – daily exercise (bike riding link) Circle time- discuss what exercise we can do each day to keep healthy	Develops understanding of transport and makes links – e.g. cars –road, train – tracks Matching activity using photos from the museum Discusses that some objects are old and new Photographs of old and new transport	Uses descriptive terms such as 'floating and sinking' Make a Pirate ship which floats- test it in the water tray
Expressive arts and design	FS1	Reinforcing previous skills learnt Free painting and cut and stick Experiments with colour and texture. Colour Monster activities	Can respond to music with movement and copy simple patterns. Healthy Movers activities, (in P.E)	Use a line to enclose a space and use these shapes to represent an object Observational drawing of a bike (JH to model)	Using and manipulating scissors to cut paper Cut and stick 2D shapes to make trains	Engages in dramatic play with others Move to music Pirate dress up day Making water music using instruments

	FS2	Use a range of objects to imitate play Introduction of Car Wash Role Play	Imitates real life scenarios through play Link to Drawing Club- act out and retell the story using props	Has knowledge of ascending and descending sounds Music sessions with Ms Bancroft- preparation for May Fayre and Summer Performance	Follows rhymes and patterns using voice and instruments Music sessions with Ms Bancroft- preparation for May Fayre and Summer Performance	Knows what an artist, illustrator, craft maker and designer are and responds to some of their work Introduce Hockney Painting and look at water effects. Collaborative Collage inspired by this, using a range of materials
Physical Development	FS1	Do up a zip once started Focus on being independent	Hold pencil with a tripod grip and is developing a hand preference Writing activities	Engages in messy play Through observation	Paint with correct strokes Painting with different tools and media	Eat with a fork and spoon and trying to use a knife Activities to encourage use
	FS2	Can move in time to a steady beat To move with control at different speeds showing a change of direction PE Lessons and Music sessions with Ms Bancroft- preparation for May Fayre and Summer Performance	Can spin with control Can turn with control Can side step Can transfer their weight from foot to foot PE Lessons and Music sessions with Ms Bancroft- preparation for May Fayre and Summer Performance	Can move in response to music (Music/EAD link) Can move to a count of four beats (Music link) PE Lessons and Music sessions with Ms Bancroft- preparation for May Fayre and Summer Performance	Can cooperate with a partner when moving (EAD/PSED link) PE Lessons and Music sessions with Ms Bancroft- preparation for May Fayre and Summer Performance	Can use actions to express feelings within a dance (Music link) Can remember and repeat a pattern of movements PE Lessons and Music sessions with Ms Bancroft- preparation for May Fayre and Summer Performance
Personal, Social and Emotional Development	FS1	Introduce the value of resilience Colour Monsters	Road safety Visit to the zebra crossing	Tidies away toys and clears away things that have been used Focus on tidy up time Self-esteem Looking in the mirror	Keeping safe at school (sun safety) Through discussion in key worker groups	Keeping safe near water Through discussion in key worker groups

	FS2	Introduce the value of resilience Keep on trying when faced with a challenge I can tell you something I find difficult	Road safety Bike week	Revisit zones of regulation Discussion about feelings and how to use the board Self-esteem Feeling good about myself I can tell you something I am good at	Keeping safe at school (sun safety) Through discussion (circle time)	Keeping safe near water Through discussion (circle time)
Role play	FS1	Pet Shop	Pet Shop	Types of transport	Types of transport	Pirate ship (Climbing frame)
	FS2	Car Wash	Car Wash	Bus station	Train Station	Desert island Pirate ship
Outdoor Focus	FS1 FS2	Sandpit Water Tray Art Area (Junk Modelling) Construction Shed	SandPit Water Tray Art Area (Junk Modelling) Construction Shed	SandPit Water Wall Art Area (Painting Easel) Maths Shed	SandPit Water Wall Art Area (Painting Easel) Maths Shed	Sandpit Water Tray Art Area (Junk Modelling) Reading Shed