



Holy Trinity CE Primary Academy
Curriculum Map 2020 - 2021

YEAR R		Autumn		Spring		Summer	
Term		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic		Marvellous Me	Night and Day	Once Upon A Time...	Down in the Garden	Off on an Adventure	Pirates and the Seaside
Whole School Value		Community	Respect	Trust	Courage	Perseverance	Friendship
Educational Visits							
3 Prime Areas of Learning and development	Personal, Social and Emotional Development	<ul style="list-style-type: none"> Jigsaw Being Me in My Worlds- Who... Me? How am I feeling today? Being at school, Gentle Hands, Our Rights, Our responsibilities. Baselines through observations Support children making relationships Classroom rules and routines Explore different feelings and emotions Character profiles of themselves People who are special to them 	<ul style="list-style-type: none"> Jigsaw Celebrating Difference- What am I good at? I'm Special I'm Me, Families, Houses and Homes, Making Friends, Standing up for Yourself. Bonfire Night safety Working together Using equipment safely and sensibly Dreams and nightmares Talking to others about needs and wants. 	<ul style="list-style-type: none"> Jigsaw Dreams and Goals- Challenge, Never Give up, Setting a goal, Obstacles and Support, Flight to the Future, Footprint awards. Characters thoughts and feelings Collaborative activities Right and wrong choices Behaviour in school Friendship and doing the right thing 	<ul style="list-style-type: none"> Jigsaw Healthy Me- Everybody's body, We Like to Move It Move it, Food Glorious Food, Sweet Dreams, Keeping Clean, Stranger Danger. Taking care of minibeasts in and out of the classroom Collaborative activities: e.g. plan a party, create butterfly pictures, build cocoons 	<ul style="list-style-type: none"> Jigsaw Relationships- My family and me, make friends make friends never ever break friends' part 1 & 2, Falling out and bullying part 1 & 2, Being the best friends, we can be. Making friends and being friendly to others Feeling brave and scared Overcoming fears Collaborative learning to build a cave and find objects 	<ul style="list-style-type: none"> Jigsaw Changing me- my body, respecting my body, growing up, Fun and fears part 1 & 2, Celebrations. Transition to Year 1 Reflection on the year Circle time, sharing holiday experiences, writing about it Pictures of different holiday destinations, how does it make them feel? Packing a suitcase, what will you need? Safety in the sun Build a pirate ship



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Physical Development	<ul style="list-style-type: none"> • Baseline through observations • Correct pencil grip • Handling tools and equipment linked to expressive arts and design • Gross motor – negotiating space, actions, routines, balancing • Eating food correctly • Looking after ourselves including the importance of exercise • Fine motor skills – getting dressed and using a variety of fastenings 	<ul style="list-style-type: none"> • Movement to represent fireworks and night and day • Fine motor skills – make themed food for an event e.g. Bonfire Night • Fine motor skills – weaving, cutting and threading • Using equipment safely • Pencil grip linked to letter and number formation. 	<ul style="list-style-type: none"> • Develop fine motor skills using tweezers • Use a needle and thread to sew • Explore ways of moving like characters in a story • Learn about healthy living 	<ul style="list-style-type: none"> • Know the difference between healthy and unhealthy food • Move like minibeasts • Fine motor skills - Use threading to make objects • Make paper chain caterpillars 	<ul style="list-style-type: none"> • Learn about a healthy diet • Make healthy snacks • Gross motor – moving using positional language e.g. over, under • Fine motor skills – threading wool through holes and other finger gym activities 	<ul style="list-style-type: none"> • Understand the importance of looking after ourselves. • Developing fine motor skills – cutting, threading, pinching with tweezers, rolling and shaping materials • Travelling round an obstacle course • Dance to pirate-themed music
	Communication and Language	<ul style="list-style-type: none"> • Baselines through observations • Whole class • Speaking to someone they know in small groups, then larger groups • Rhyme • Captions • Initial sounds • Action rhymes • Retell familiar stories • Investigation to develop vocab • Presentation about a familiar object • Games to develop vocabulary around people eg features, characteristics and qualities 	<ul style="list-style-type: none"> • Hearing sounds in words • Segmenting and blending CVC words • Writing GPCs correctly • Saying sounds correctly • Describing characters • Likes and dislikes about a story • Saying sentences together correctly • Develop and use topic related vocabulary • Identifying rhyming words • Re-telling a story using role play and props 	<ul style="list-style-type: none"> • Writing some GPCs • Segmenting and blending • Retell a traditional fairy story. • Compare different versions of a story • Use role plan and props to re-tell a story verbally • Hot-seating as a character 	<ul style="list-style-type: none"> • Play listening games linked to stories • Minibeast hunt • Talk about minibeasts they see or hear • Develop language linked to minibeasts • Real/Alien words • Segmenting/blending • Understanding a range of vocabulary • Exciting sentences • Talking about the stories we have read • Opinions on characters 	<ul style="list-style-type: none"> • Listen and respond to adventure stories • Use sense to orally describe story settings • imagine new settings for a story • Use costumes and props to retell stories



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4 Specific Areas of Learning and Development	Literacy	<ul style="list-style-type: none"> • Baselines • Recognising own name • Writing first name • How to hold a book, listen attentively to a story • Label faces • Telling stories through pictures • Describing characters • Rhyme • Picture of doing favourite things to talk about • Draw around body and label • When I grow up, I want to be... • CVC words • Retell stories • Letter formation 	<ul style="list-style-type: none"> • Use time conjunctions to talk about daily things • Create story maps to retell stories • 'Wanted' posters • Read and order days of the week and months of the year. • Sequencing pictures from familiar stories • Writing name • Label pictures • Nativity story • Writing some GPCs • Short words and some sentences • Christmas cards 	<ul style="list-style-type: none"> • Create story maps • Make 'Wanted' posters • Write shopping list and invitations for a party • Write character description using adjectives • Write a postcard to and from story characters 	<ul style="list-style-type: none"> • Write shopping lists • Write information texts linked to mini beasts • Write instructions • Write party invitations to family and friends 	<ul style="list-style-type: none"> • Create story maps • Read, follow and write instructions for sandwiches and other recipes. • Write alternative endings to a story that they have read 	<ul style="list-style-type: none"> • Describe my favourite holiday • List things we need to pack in a suitcase • Describe a seaside picture using 'and' • Create our own postcards • Message in a bottle • Retell a familiar story • Write our own story
	Phonics	<ul style="list-style-type: none"> • Baselines • Whole class initial sounds • Rhyme • Captions • Segmenting and blending 	<ul style="list-style-type: none"> • Writing initial sounds inc CL • Segmenting and blending • Writing words to match pictures 	<ul style="list-style-type: none"> • Continue through series of sounds • Writing letters correctly • Thinking of own sentences • CL/FS • Introduce digraphs 	<ul style="list-style-type: none"> • Continue through series of sounds • Writing letters correctly • Thinking of own sentences • CL/FS • Digraphs/Trigraphs 	<ul style="list-style-type: none"> • Continue through series of sounds • Writing letters correctly • Thinking of own sentences • CL/FS • digraphs/trigraphs/vowel sounds 	<ul style="list-style-type: none"> • Continue through series of sounds • Writing letters correctly • Thinking of own sentences • CL/FS • digraphs/trigraphs/vowel sounds



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Mathematics	<ul style="list-style-type: none"> • Baseline assessments <p>Can Do Maths</p> <ul style="list-style-type: none"> • Counting stories and rhymes • Choral counting • Group counting • Place value • Counting to 7 • Comparing groups of objects • 1-1 correspondence • Problem Solving • 3D shapes • Matching shapes • Similarities and differences • Sorting objects • Identify properties of a shape using mathematical language 	<p>Can Do Maths</p> <ul style="list-style-type: none"> • Counting stories and rhymes • Choral counting • Group counting • Place value to 20 • Counting up to 20 • Measures – long/short, longer/shorter than longest/shortest • Positional language • Making and describing simple patterns 	<p>Can Do Maths</p> <ul style="list-style-type: none"> • Counting stories and rhymes • Choral counting • Group counting • Comparing groups of objects • Ordering objects • Find q more than a given number or object • Comparing weights • Order objects by weight using language of heavy/light, heavier/lighter, heaviest/lightest • Capacity – compare capacity • Order quantities • Use the language of more than, fuller, less than emptier 	<p>Can Do Maths</p> <ul style="list-style-type: none"> • Counting stories and rhymes • Choral counting • Group counting • Count two groups of numbers to find the total by counting all • Use vocabulary of addition • Add two single digit numbers • Solve problems • Find 1 less than a given number or group of objects • Take away from a group and count how many are left • Use vocabulary of subtraction • Use the language of time • Recognise times of day • 2D shapes • Money • Role ply shopping 	<p>Can Do Maths</p> <ul style="list-style-type: none"> • Counting stories and rhymes • Choral counting • Group counting • Calculating with 5, 6, 7, 8, 9 • Problem solving • 3D shape • Length • Position • Pattern • Weight 	<p>Can Do Maths</p> <ul style="list-style-type: none"> • Counting stories and rhymes • Choral counting • Group counting • Double numbers • Share to solve problems • Halve group of objects • Capacity • Time • 2D shape • Money
	Understanding the World	<ul style="list-style-type: none"> • Autumn • Where do we live? • Our local area • Parts of the body 	<ul style="list-style-type: none"> • Sleeping places and patterns of different animals • Explore light, dark and how shadows are created • Look at how a clock works • Role play clock menders • Use telescopes to look at the stars 	<ul style="list-style-type: none"> • Life cycle of plants • Animals and their habitats • Investigate what happens to materials when they are mixed heated and cooled • Use ICT to research and express ideas • Ask questions and explore ideas 	<ul style="list-style-type: none"> • Spring • Lifecycles of plants and animals • Nature walks • Plan and grow flowers and vegetables • Butterfly garden 	<ul style="list-style-type: none"> • Animals and their habitats • Carry out a Science experiment making predictions and observations and record in a table. • Nature walks



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Expressive Arts and design	<ul style="list-style-type: none"> Hand and footprints using a range of media Explore sounds our bodies make <p>Charanga – Me!</p> <ul style="list-style-type: none"> Nursery rhymes and action songs Using instruments Perform and share learning 	<ul style="list-style-type: none"> Make firework art Junk modelling Create magic potions <p>Charanga - My Stories!</p> <ul style="list-style-type: none"> Nursery rhymes and action songs Using instruments Perform and share learning 	<ul style="list-style-type: none"> Develop cutting, sticking, junk modelling skills by: building a bridge, castle and boat Make birthday cards, masks and puppets for characters Use instruments to retell a story <p>Charanga – Everyone!</p> <ul style="list-style-type: none"> Nursery rhymes and action songs Using instruments Perform and share learning 	<ul style="list-style-type: none"> Create collages, paintings and junk models of local wildlife Explore colour mixing and texture Express themselves through topic related role play <p>Charanga – Our World!</p> <ul style="list-style-type: none"> Nursery rhymes and action songs Using instruments Perform and share learning 	<ul style="list-style-type: none"> Make percussion instruments to make the sounds in the story of 'We're Going on a Bear Hunt' Make objects suitable for taking on a Bear Hunt eg Binoculars Make a bear cave <p>Charanga – Big Bear Funk!</p> <ul style="list-style-type: none"> Nursery rhymes and action songs Using instruments Perform and share learning 	<ul style="list-style-type: none"> Role play an airport scene Make pirate crafts Act out pirate scenes in an outdoor pirate boat Make pirate ships which float on water <p>Charanga – Reflect, Rewind and Replay</p> <ul style="list-style-type: none"> Nursery rhymes and action songs Using instruments Perform and share learning
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