

Long Term Plan

Year: Nursery (Plum)

Term	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Driving Question(s)	How could we help Goldilocks and the three bears to become friends?	How could we plan an enjoyable celebration for parents and children in our class?	How can we ensure Jess doesn't get in a mess again?	How can we create the best representation of a farm animal through our drawings?	How could we make a new toy that's suitable to play with in the water?	How could we adapt our garden to attract caterpillars and butterflies to live there?
Aspirations Condition	Belonging Consideration	Fun & Excitement Motivation	Heroes Respectful	Curiosity & Creativity Imaginative	Spirit of Adventure Bravery	Leadership & Responsibility Trustworthy
21st Century skills	Communication, Media Literacy, Resilience,	Cross-cultural competency, Collaboration	Resilience, Cognitive load management	Creative & adaptive thinking, Entrepreneurialism Productivity & accountability	Sense making, Productivity & accountability, Creative & adaptive thinking	Entrepreneurialism Collaboration,
Business/Careers links			Meeting the fire brigade	Meeting the farmer		
Community link	Learning in our community re: library	Local community events	People who help us in the community	Learning about the Farm		
Trip/Visitor (inc. cost)	Library	Visit from religious leaders	Fire Station / fireman visit	Farm	Swimming	Local park/garden
SMSC	Social: playing alongside each other	Making friends and sharing	Making the right choices	Being kind, sharing and playing together	Taking risks and being safe	Thinking about our friends and their feelings
British Values	Rule of Law: following rules in the classroom	Showing respect	Rule of law: class rules	Respect	Rule of law and respect	Individual liberty
English: T4W	Listening and attention Goldilocks	Elmer	Jess in a Mess Gingerbread Man	Dear Farm Stuck in the Mud	Rainbow Fish Sharing a shell	The Hungry Caterpillar Jasper's Beanstalk
Phonics and communication and language	Re-tell / recall events in stories. Listening & attention. Letters & sounds games	Letters & sounds games. Name writing	Name writing	Rhyming & alliteration Initial sounds	Phonics – t a s p Initial sounds	Phonics – d i m n Segment / blend CVC words

Mathematics: Number	Counting to 10 Language of size Numicon	Recognise numbers to 3	Matching numerals to quantities	Recognising numbers to 5	Matching numerals to quantities	Recognising numbers to 10
Mathematics: Shape, Space & Measures	Number	Shape	Number	Positional language	Shape Positional language	Patterns
Understanding the World	Porridge tasting – describing textures	Dark tent Nocturnal animals Uses of light	Occupations	Technology Care & concern for living things Comparing farm / zoo animals	Floating & sinking	Growing Bones Care & concern for living things
RE	Harvest	Christmas Diwali Bonfire Night	Chinese New Year	Easter Mother's Day	Eid	Fathers' Day
Expressive Arts & Design	Nursery rhymes – singing familiar songs	Singing phonics Experimenting with sounds Nativity play	Moving to music rhythmically	Sing familiar songs	Changing sounds & join in with dance	Ring games
Personal, Social & Emotional Development	Safety in classroom All about me – feeling like I belong Good / bad choices Class rules	Friends & sharing Personal hygiene – washing hands Being scared –who to go to	Class rules Occupations	Trip – safety Being lost, taking risks Stranger danger	Water safety	Helping others Pants rule
Physical Development	Pulling self-up & jumping off equipment Fine motor activities	Fine motor activities Climbing Drawing Dressing themselves	Climbing – alternate feet Negotiating space Copy letters from name	Negotiating space Letter formation Pencil control	Obstacle race – climbing under / over equipment	Writing name Increased control over objects Healthy eating