Cherry Summer Term Overview 2024

English

Text Focus – Fairy Tales

Pre Stage 1 (0-3)

- Join in with songs and rhymes, copying sounds, rhythms, tunes and tempo.
- Say some of the words in songs and rhymes.
- Copy finger movements and other gestures.
- Repeat words and phrases from familiar stories. Ask questions about the book.
- Make comments and shares their own ideas. Develop play around favourite stories using props.

Pre stage 1 (3-4)

- Engage in extended conversations about stories, learning new vocabulary.
- Use 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; writing 'm' for mummy.
- Write some or all of their name.
- Write some letters accurately.

Pre stage 1 (3-4)

- Form lower-case and capital letters correctly.
- Read individual letters by signing or saying the sound for them

Maths

Pre stage 1 – See full document in Maths folder

				Step o														
	Lear	rning ar	nd Prog	ression Ex	amp	les	Key Learning		Lea	rning and Pro	gression Exam	ples		Key Learning				
	Distinguish betw recognising wh objects is mo	Show awareness of one-to-one correspondence through practical everyday experience			correspondence through practical everyday experience		correspondence through practical everyday experience		correspondence practical everyday		Counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence	Rote count from 1 to 5	name	v the number es in order and guish each one	Understand each object the set requ a differen number na	t in ires it	Synchronise the counting sequence with touching each object (one number name per object)	Say one number for each item in order: 1, 2, 3, 4, 5
	Join in with nu	Join in with number rhyms Join in with number rhyms In unabler rhyms There are no steps towards this expectation. Children need to be provided with successful programmers. There are no steps towards this expectation. Children need to be provided with successful programmers. There are no steps towards this expectation. Children need to be provided with successful programmers. The area of the providing table, and the providing table, at this stops, the children are not expected to answer this provided to the providing table. At this stops, the children are not expected to answer this provided the providing table.			in number rhymes are		in number rhymes are		Take part in finger rhymes with numbers	Count the number of f on one hand	ingers		each hand lingers	n	it and show the correct umber of fingers for numbers up to 5	Show 'finger numbers' up to 5		
6	provided w e.g. There are At this stage				hich finding a quantity is a ful task, flowed at the painting table, there now? not expected to answer this			Understand that counting is to find out how many			Count up to 5 objects emphasising the last number said if children under said concept with numbers up to 5 they will be oble to use it with greater numbers)			Know the last number reached when counting a small set of objects tells you how many there are in total (cardinal principle)				
Counting	Join in with	Join in with the words in number			ognise and say numbers of personal		Join in with rote counting from 1 to 5			Rate count from 1 to 5			Recite numbers past 5 Rote count from 1 to 5					
		are numbers significance		ignificance	Count in everyday contexts, sometimes skipping	Rote count from 1 to 5		back fro	rote counting Room 5 to 0		te count from 5 to 0	Rote count back from 5 to 1 or 0						
Number	Rote cou 1 to			corresp	onder	of one-to-one nce through ay experience	numbers - 1-2-3-5'	Count up to 3 items, moving or touching them, in everyday contexts	them	up to 5 objects, ng or touching , emphasising the last umber said	Count up t pictures, touch marking as t are counte	ning or they	Count up to 5 actions	Count reliably up to 5 in everyday contexts				
	Know that number names describe quantities (how many)	Recog when th one it	here is	Recognis when there more that one item	e is n	Recognise when there are two items without counting		Recognise familia arrangements for nur up to 5 when on a c or domino	ır nbers	Identify quant up to 5 when p or domino a	ities of objects placed in a dice rrangement		ify quantities of objects from 1 to 3 when irranged randomly	Fast recognition of up to 3 objects, without having to count them individually (subitising)				
		Identify when				Understand the last no said is the number in t		be counted in	nat objects can any order and ill be the same	ny order and can be rearranged with		Understand and use conservation of number						
	Compare two groups of the sa object by match objects togeth	me ing er		nore' to te the amount	ob sam o be	ps of the same ject have the e amount after bjects have en matched	Compare amounts, saying 'lots', 'more' or 'same'	Use the words 'same' and 'equal' to indicate equivalence	relatio 'mor e.g. 4 so 3 is	derstand the nship between e' and 'fewer', is more than 3 s fewer than 4	Compare groups by counting the objects		Know that bigger objects do not indicate greater amounts, e.g. 2 footballs is a lesser amount than 4 tennis balls	Compare quantities using language: 'more than', 'fewer than'				
	Recognise that a group of Recognise where there are no items can be identified using a pumber name(word none' word none'					Join in with counting objects or fingers to number	represe	ent how the			e are no objects this is the word 'zero'	Use the word 'zero' to represent 'none'						

	Children should ap problems in the		ent, including	in daily routine		Children should apply	Solve real world mathematical problems with numbers up to 5			
ġ.			Step							
Number Sense	Identify when group	s of the san	gression E ne object ha ve been mat	ve the same amount	Key Learning	Recognise when group been made using diff groups, e.g. a tower of 5 2 and a tower of 3, and a a tower of 4 ar	erent pairs of smaller i made from a tower of a tower of 5 made from	Partition a set two sma	Key Learning Partition a set of objects in different ways Know that numbers greater than 1 can be made in different ways	
. 5	Know that numbers can be shown with symbols/numerals		ognise als 1 and 2	Recognise numerals 0 and 3		Recognise numerals 0 to 5	Identify a given number from a selection within the range 0 to 5	Recognise numerals 6 to 10	Identify a given number from a selection within the range 0 to 10	Recognise and identify numerals 0 to 10
Number Recognitio	Rote count fro 1 to 3	Rote count from corres		Show awareness of one-to-one correspondence through practical everyday experience		Count objects moving each as they are counted	Select the numeral to match amounts from 0 to 5 when in order	Select the numeral to match amounts from 0 to 5 when randomly arranged	Select the numeral to match amounts from a selection within 0 to 5, e.g. 3, 2 and 5	Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5
Number Graphics	Knows that the marks they make are of value	marks i other	ognises that irks made by thers have meaning Makes marks for a purpose and can explain them		Represent and explain their thinking in their own ways	Represent a given amount up to 10 using objects	Represent a given amount up to 10 using own marks and symbols	Explain what their marks and symbols represent	Begin to represent amounts from 0 to 5 using numerals	Experiment with their own symbols and marks as well as numerals
	Reacts to significant changes	Reacts to Clare changes can are added or changes amount) Reacts to Clare changes counts (doubt en amount) Reacts to Clare changes counts (doubt en amount) Reacts to Clare changes counts (doubt en amount)		Uses the words more and less to describe the		Count up to 5 objects, moving each as they are counted	Understand the concept of addition as combining sets of objects	Know that one more is found by adding one object to an existing group of objects	Recognise that one more is the next number in the counting sequence (when counting in ones)	in real life contexts find
- Calculating	in amounts (double the amount)			change to an amount		Count up to 5 objects, moving each as they are counted	Understand the concept of subtraction as removing one amount from within another	Know that one fewer (one less) is found by removing / taking away one object from an existing group	Describe the number that is one fewer (one less) than one as zero and show this practically	one less than a given number
Number - Calcu	Reacts to significant changes in amounts (double the amount)			anges group has more ouble when items have		group has more to describe the change to an amount when			find one more than number	Combine two (total within many
N	Reacts to significant changes in amounts (half the amount)	group (fewer) w	es that a has less rhen items n removed	Uses the word less to describe the change to an amount when items are removed			i one fewer (less) than o number	(the whole) co	ount from a greater set unting to identify any are left	Understand the concept of subtraction by practically removing one amount from within another to find how many are left



Reacts to significant changes in amounts (double the amount)	ldentifies that a group has more when items have been added	Uses the word more to describe the change to an amount when items are added	React to changes of	Understand the concept of addition as combining sets of objects	Understand that the terms add, total, altogether relate to combining groups of objects	Count up to 5 objects, moving each as they are counted	Combine two groups of objects (total within 5) counting how many are there	Combine two groups of objects (total within 10) counting how many are there	In real life contexts add two single-digit numbers totalling within 10, using practical equipment
Reacts to significant changes in amounts (half the amount)	Identifies that a group has less (fewer) when items have been removed	Uses the word less to describe the change to an amount when items are removed	of up to three items	Understand the concept of subtraction as removing one amount from within another	Understand that the terms subtract and take away relate to removal of one group from another	Count up to 5 objects, moving each as they are counted	Remove a given amount from a greater set (with a whole of up to 5) counting to identify how many are left	Remove a given amount from a greater set (with a whole of up to 10) counting to identify how many are left	In real life contexts subtract a single-digit number from a number up to 10, using practical equipment

			Step						Step two			
	Explores a range of through touc	g and Prog objects th	Stac	ks objects using flat surfaces	Combine objects like stacking blocks and cups	Recognises that two objects have the same shape	Chooses items based on their shape which are appropriate for the child's purpose		Enjoys partitioning and combining shapes to make new shapes with 2D and 3D shapes		Attempts to create arches and enclosures when building, using trial and improvement to select blocks	Key Learning Combine shapes to make new ones – an arch, a bigger triangle etc.
	Responds to changes of shape			Enjoys using blocks to create their own simple structures and arrangements	Build with a range of resources	Makes simple constructions		trustions			ns based on which are te for the ourpose	Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.
Shape	Attempts, sometimes sometimes sometimes sometimes and the special spaces on inset puzzles and the special spec		different d holes, npts to fit ito spaces nset	Chooses puzzle pieces and tries to fit them in	Complete inset puzzies	Recognises that two of have the same sha	objects similarities		eness of shape nd differences n objects	Responds to both informal language and common shape names		Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal mathematical language: sides', 'corners'; 'straight', 'flat,' round' Know that shapes can appear in different ways and be different
	Enjoys filling a emptying conta		simi	ing to put objects of lar shapes inside d take them out again	Put objects inside others and take them out again	In everyday situatic understand and u the terms on top under(neath) with support of gesture	se the	understand terms in front to with th	ay situations, d and use the off, behind, next he support estures			Understand position through words alone – for example, "The bag is under the table," – with no pointing
Space	Explores space when they are free to move, roll and stretch	Explores space around them and engages with position and direction, such as pointing to where they would like		Investigates fitting themselves inside and moving through spaces	Climb and squeezing selves into different types of spaces			Begins to reme around familia	mber their way r environments			Describe a familiar route
	Enjoys filling a emptying conta	ind	10 pc In everyday situations, understand and use the terms on top, understand and use the terms on top, understand and use the terms on top, understand and use the the same on top, understand and use the the same on top, understand and use the the support of gestures of gestures of gestures and take them out again underfineability that the support of gestures of gestures.					Discuss routes and locations, using words like 'in front of' and 'behind'				

	songs and	Shows interest in patterned compared songs and flymes, and images and images				mages	Notice patterns and arrange things in patterns	Identifies patterns in the en	vironment	Describes sim	ole patterns in the environment	Talk about and identifies the patterns around them. For example, stripes on clothes, designs on rugs and wallpaper. Use informal language like 'pointy', 'spotty', blobs' etc.
	Joins in with repeated action songs and stor Becoming fam with patterns daily routine	ted actions in sand stories and stories actions actions actions actions actions (e.g. lining up toys that happens next in predictable comes next in a			range items in ir own patterns, Llining up toys ins in with and oredicts what		Is interested in what happens next using the pattern of everyday routines	Joins in and repeated s action p	ound and	Continues a repeating ABAB pattern	Extend and create ABAB patterns – stick, leaf, stick, leaf Notice and correct an error in a repeating pattern	
Sorting	Recognises th objects look, fo (and sound) different	eel			the	Beginning to range items in ir own patterns, I lining up toys		Recognises that two obje the same shape	cts have	ts have Shows awareness of shape similarities and differences between objects		Sort objects and say what features they have in common
	Responds to size, reacting to very big or very small items that they see or try to pick up		terest in ojects of Shows an itrasting interest in size izizes in and weight Explo different size a leng		Explores differences in size and length	Describe and compare sizes using gesture and language - 'bigger / little / smaller', 'high / low', 'tall',	In meaningful	contexts, finds th	e longer or short	er of two items	Find an object of similar length/ width/ height Make comparisons between objects relating to size, length and height e.g. longer / shorter; wider / narrower; taller / shorter	
Measurement	Shows an interest in size and weight Explores differences in we					ences in weight	Describe and compare weights using gesture and language – 'heavy'	In meaningful	contexts, finds the	e heavier or light	ter of two items	Make comparisons between objects relating to weight e.g. heavier/lighter
Σ	Shows an intere emptying containers	Shows an interest in emptying containers by selection and e containers fitting		Explores capacity by selecting, filling and emptying containers, e.g. fitting toys in a pram		Use language of full and empty to describe the amount in different containers	In meaningfu	l of two items	Make comparisons between objects relating to capacity e.g. more/less			
						r places (online) tems		Understand that we pay for goods		Under	rstand that money is used to pay for items	Understand that we need to pay for goods
	Shows an interest in shops and buying items Talk about where things we need can be obtained					btained		Understand that we need to	pay for goods		Inderstand that items n have different prices	Talk about things they want to spend their money on

			Shows an inter	est in o	oins and no	tes		Identifies that co tic cards (credit/ used to pay	debit cards) can be	Talk about different ways we can pay for things
Recognises that objects look, feel (and sound) different	Shows interest in objects that are similar to each other		Talk about coins u properties such as colour and size	shape,	the	nise that re are nt coins	using	about notes g the property of colour	Recognise that there are different notes	Recognise that there are different coins and notes
Gets to know and enjoys daily routine such as mealtimes and bath time	Beginning to understand that things might happen now or at another time, in routines	Talk about significant times of the day, e.g. home	Beginning to understand some talk about immediate past and future	anticip of the	nning to before ear day such me time 'after'		and that "means Understand the current di the current di salways know means ter In a story, understand that 'first' refers to the start(ing action)		ay day before today	Understand and use language – before, after, yesterday, today, tomorrow
Gets to know and enjoys daily routine	Beginning to understand that things might happen now or at another time, in routines	time, lunch time, snack time, bed time, etc.	position in a line is in a line		Inderstand t n a line is the the lin	end of			In a story, understand that 'last' refers to the end	Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'
			Understand and after, yesterd					Know that day	Know some names of the days of the week	

Science

Pre Stage 1

Notice differences between people.

NC KS1

Know that humans have offspring which grow into adults.

Learn about the basic needs of humans, for survival

Learn the importance of health and hygiene through hands on activity

NC KS1

Describe the basic needs of humans

Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

Geography (half a term) -

Pre Stage 1 (0-3)

Explore and respond to different natural phenomena in their setting and out on trips

Pre stage 1 (3-4)

Describe what they see, hear and feel whilst outside.

Use some basic vocabulary linked to the natural world DM 3-4

Pre Stage 1 (3-4)

Recognise some environments that are different from the one in which they live.

Draw information from a simple map

Art (half a term)

Art in Nature – Andy Goldsworth

Pre Stage 1 (0-3)

Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.

Pre stage 1 (3-4)

Develop their own ideas and then decide which materials to use to express them.

Join different materials and explore different textures.

NC KS1

To use a range of materials creatively to design and make products

Know about great artists

Design & Technology (half a term)

Pre Stage 1 (0-3)

Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.

Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas

Explore a range of existing products

NC KS1

build structures, exploring how they can be made stronger, stiffer and more stable

PE Refer to PE Hub resources for plans

PSHE

Half Term 1: Healthy Lifestyles

Respond to different stimuli about what it means to be 'healthy'.

Identify foods that we like and dislike to eat.

Identify some examples of healthy foods.

Identify some examples of foods that should only be eaten once in a while

Explain why some foods are healthier than others.

Half Term 2: Respecting Differences Between People

Respond to stimuli with curiosity about the physical differences between people.

Identify simple differences/similarities between people.

Describe things that all people have in common.

Identify similarities/differences between different people in terms of ethnicity, culture, religious identity.

RE

<u>Half Term 1 – Hindu - Dharma</u>

Pre stage 1 (0-3)

Begin to establish their sense of self

Make choices others through gestures, talk and sign

NC KS1

Talk about the different roles that they might have (friend, child, brother/sister Consider how people might have multiple roles

Half Term 2 - Christianity - Church

Pre stage 1 (0-3)

Begin to establish their sense of self

NC KS1

To know some communities which they belong to