

EXPLORERS STEAM CURRICULUM PLANNING

Autumn 2nd Half

CYCLE A/B	Virtue Focus:	Gentleness	The Big Question: <p style="text-align: center;">Which times are special and why?</p> <p style="text-align: center;">As a normal feature of EYFS, this topic may branch in different directions and themes, according to the interests of the children.</p>	
Characteristics of Effective Learning:		Playing and exploring Active learning Creativity and thinking critically		
PSED	Can play in a group extending and elaborating play ideas Initiates play, offering cues to peers to join them Keeps play going by responding to what others are saying and doing Is more outgoing towards unfamiliar people and more confident in new social situations Aware of the boundaries set and of behavioural expectations in the setting Begin to be able to negotiate and solve problems without aggression Aware of own feelings and know that some actions and words can hurt others Focusing attention~ still listen or do Is able to follow direction		Purpose & Outcome: An understanding that different people celebrate different things	
Physical Development	Begins to experiment with different ways of moving Shows increasing control over an object in pushing, patting, throwing, catching and kicking Jumps off an object and lands appropriately Begins to use anticlockwise and retrace vertical lines Begins to form recognisable letters Dresses with help Observes the effects of activity on their bodies		Key Topic Texts: <div style="border: 1px solid black; background-color: #d4f1d4; padding: 5px; margin: 5px 0;"> Let's Celebrate, Welcome to our world, Owl Babies </div>	Hook / Trip/ Visits & Visitors: Visit from Owl Sanctuary Hedgehog Lady
Performing Arts	Begins to move rhythmically Explores and learns how sounds can be changes Realises tools can be used for a purpose Develop preferences for forms of expression Captures experiences and responses with a range of media Creates simple representations of events, people and objects		Equality Objective: Reflect upon similarities and differences and appreciate and respect that others may have different views	Links to Local Industry / Real Life: Walk to the SNAG

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English	<p>Reading: Shows awareness of rhyme and alliteration Begin to be aware of how stories are structured Suggests how stories might end Describes the main story setting, events and characters Recognises familiar words and signs such as own name and advertising logos Know that print carries meaning and is read from left to right, top to bottom</p>	Knowledge & Understanding of the World	<p>Remembers and talks about significant events in their own experience Enjoys joining in with family customs and routines Can talk about things they have observed such as plants, animals, natural and found objects Develop an understanding of growth, decay and change over time Know that information can be retrieved from computers Completes a simple programme on the computer</p>
	<p>Writing: Gives meaning to marks as they draw, write and paint Hear and says the initial sound in words Is beginning to segment the sounds in simple words and blend them together Uses some clearly identifiable letters to communicate meaning</p>		<p>Cultural Capital: To begin to know and talk about their own cultures and beliefs and those of other people. Celebration of different festivals Seasonal change</p>
Mathematics	<p>Shape, Space & Measures: Begins to use names for 2D shapes Can describe relative position such as behind, next to</p>	Communication & Language	<p>Shows understanding of prepositions Question why things happen and gives explanations Uses intonation, rhythm and phrasing to make the meaning clear to others Uses vocab focused on objects and people that are important to them Uses talk to pretend that objects stand for something else in play Responds to instructions involving a two part sequence</p>
	<p>Number: Separates a group of three or four objects in different ways beginning to recognise that the total is still the same Shows an interest in number problems Shows curiosity about numbers by offering comments and questions Counts up to 3 or 4 objects by saying one number name for each item Count actions or objects which cannot be moved Selects the correct numeral to represent 1-5</p>		