



Foundation Stage Cornerstones Curriculum Overview – *Engage, develop, innovate, express!*

Spring 2	<p>Wheels, wings and moving things.</p> <p>We will be learning about different ways to travel. We will explore how we get to school and out experiences of different types of transport. We will be focusing mainly on the story 'The Naughty Bus'. We will be reading and exploring the story and taking our own naughty vehicle on different adventures around school and at home and leading up to writing our own story.</p> <p>We will learn about significant people in history that have been</p>	ILP Focus	All Prime Areas	
		Communication and Language	40-60m <ul style="list-style-type: none"> Maintains attention, concentrates and sits quietly during appropriate activity. Two-channelled attention – can listen and do for short span. Able to follow a story without pictures or props. Extends vocabulary, especially grouping and naming and exploring the meaning and sounds of new words. 	ELG <ul style="list-style-type: none"> They listen to stories, anticipating key events and respond to what they hear with relevant comments. They answer how and why questions about their experiences and in response to stories
		Physical Development	40-60m <ul style="list-style-type: none"> Begins to form recognisable letters. Uses a pencil and holds it effectively to form recognisable letters, most of which are correctly formed Shows some understanding that good practises with regard to exercise, eating, sleeping and hygiene to contribute to good health. 	ELG <ul style="list-style-type: none"> They handle equipment and tools effectively, including pencils for writing.
		Personal, Social and Emotional Development	40-60m <ul style="list-style-type: none"> Take steps to resolve conflicts with other children. 	ELG <ul style="list-style-type: none"> Children play co-operatively, taking turns with others.
		Literacy	40-60m <ul style="list-style-type: none"> Uses vocabulary and forms of speech that are increasingly influenced by their experiences of books. Enjoys an increasing range of books. Uses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence. <p>Writes own name and other things such as labels, captions</p>	ELG <ul style="list-style-type: none"> Children use phonic knowledge to write to write words and some irregular common words. They write simple sentences which can be read by themselves and others.
		Maths	40-60m <ul style="list-style-type: none"> In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting. Records, using marks that they can interpret and explain. Uses everyday language related to time. Beginning to use everyday language related to money. 	ELG <ul style="list-style-type: none"> They solve problems, including doubling, halving and sharing.
		Understanding the World	40-60m <ul style="list-style-type: none"> Looks closely at similarities, differences, patterns and change Uses ICT hardware to interact with age-appropriate computer software 	ELG <ul style="list-style-type: none"> They know about similarities and differences between themselves and others, and among families, communities and traditions. They make observations of animals and plants and explain why some things occur, and talk about changes.

	part of developing transport, as well as looking at different vehicles in the past and observing how they have changed over time.	Expressive Arts and Design	40-60m <ul style="list-style-type: none"> • Uses simple tools and techniques competently and appropriately. • Selects appropriate resources and adapts work where necessary. • Create simple representations of events, people and objects. • Chooses particular colours to use for a purpose. • Introduces a storyline or narrative into their play. 	<ul style="list-style-type: none"> • They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. • Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology.
--	---	----------------------------	---	---