

Half Termly Curriculum Plan Summer 1 Nursery

	Development	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
	Matters focus	Spring /	The Very Hungry	Oliver's	Jasper's	A Superpower	
	outcomes	Lifecycle of a	Caterpillar	Vegetables	Beanstalk	like Mine	
		frog					
Communication	Use a wider range of	Word of the week –	Word of the week –	Word of the week –	Word of the week –	Discuss the story	
and Language	vocabulary	gentle	leaf	healthy	tasty	and different super	
	Understand why	Why do we need to	Questions about the	Questions about the	Questions about the	hero occupations Questions about the	
	questions	be gentle with the	story - Why did the	story - Why did	story - Why did	story? Who are the	
	quodiono	tadpoles?	caterpillar have a	Oliver and mum	Jasper plant a seed?	superheroes? Why	
			stomach ache?	have to get the bus	Why did Jasper	are they	
				to Grandpa's?	water the seed?	superheroes?	
				Why was Oliver			
				looking for potatoes?			
				Talk about the story.			
	Use longer	Talk about the	Talk about the story		Talk about the story	Talk about the story	
	sentences of 4 to 6	changes from	- think about what		how does Jasper		
	words	frogspawn to	the caterpillar ate -		feel when his bean		
		tadpoles, froglets	in full sentences		doesn't grow?		
		and finally frogs					
PSED	Select and use		Choose from a	Work together and	Use a variety of	Work together and	
	activities and		variety of materials	use different things	materials/resources	use different things	
	resources to achieve		and work together to	in the garden to	as beanstalks to	in the woods to	
	a goal they have chosen or one which		create a butterfly	create an obstacle	climb	create an obstacle	
	is suggested to them			course		course	
	lo suggested to trieffi						
	Be increasingly	Encourage	Encourage	Encourage	Encourage	Encourage	
	independent with	independence –	independence.	independence	independence	independence –	
	meeting their own	opening lunchboxes,				practise	
	care needs	hand washing,				superpowers, putting	
		shoes, taking off				on shoes/coats/jumpers	
		jumpers				etc	

Physical development	Develop fine motor skills – Use a comfortable grip with good control when holding pens and pencils Use scissors with accuracy	Mark making Create frogspawn and tadpoles – draw Create the lifecycle of a frog Cut out some tadpoles	Threading to create caterpillars – colour pasta with pens and then thread Mark making Drawing caterpillars Create the lifecycle of a butterfly Cutting the different fruits	Mark making Draw the stages of growing potatoes	Mark making Draw the stages of growing a bean	Mark making Draw the face on a superhero Draw a superhero	
	skills – Collaborate with others to manage large items eg	Making balancing courses in the woods Obstacle courses in the garden Building with the large bricks	Making balancing courses in the woods Obstacle courses in the garden Building with the large bricks	Making balancing courses in the woods Obstacle courses in the garden Building with the large bricks	Making balancing courses in the woods Obstacle courses in the garden Building with the large bricks	Making balancing courses in the woods Obstacle courses in the garden Building with the large bricks	
Literacy	Understand that print can have different purposes	Labelling the different stages in the lifecycle of the frog – point out each word as each stage is said eg tadpole	Read the Very Hungry Caterpillar – show the front cover and title Match the letter/sound on the sticker to the letter on the butterfly (m,a,s,d)	Read the story, point to the words whilst reading Make a postcard from Oliver to mum to show the different vegetables he ate	Printing with leaves	Introduce the author – explain they wrote the book and show the name on the book Alphabet puzzles	
	Develop phonological awareness – syllables, rhyming words, initial sound recognition	Phonological awareness games – to recognise initial sounds Clapping syllables	Phonological awareness games – to recognise initial sounds – 2 hoops 1 for c sounds(caterpillar, cat, 1 for b (butterfly, bat, bucket) Clapping syllables	Phonological awareness games – to recognise initial sounds – matching pictures with the same initial sound Clapping syllables Rhyming words	Phonological awareness games – to recognise initial sounds Clapping syllables Rhyming words	Phonological awareness games – to recognise initial sounds Clapping syllables Rhyming words	

Maths	Describe a sequence of events, using words such as first and then	discuss the lifecycle of a frog	The lifecycle of a butterfly	Learn how potatoes grow	Talk about how to plant beans – step by step	Talk about the story – sequence the story using first, then	
	Compare quantities using more than or fewer than	Compare the number of frogs and the number of lillipads	Compare the number of different fruits that the caterpillar eats		Compare the numbers of slugs and snails		
Understanding the World	Plant seeds and care for growing plants			Grow potatoes	Plant beans		
	Understand the key features of the life cycle of a plant and of an animal	The lifecycle of a frog	The lifecycle of a butterfly	talk through and draw the different stages	Talk through and draw the different stages		
Arts & Design	Join different materials and explore different textures	Choose from a mixture of materials to create a tadpole and frog – glue or tape to join	Choose from different materials to create a caterpillar, leaf and butterfly – use glue or tape to join	Choose different materials to create different vegetables from the story	Create beanstalks Use plasticine/playdough to create slugs and snails	Use different materials to create a superhero cape	
	Remember and sing entire songs	Sing a range of nursery rhymes	Sing a range of nursery rhymes	Sing a range of nursery rhymes	Sing a range of nursery rhymes	Sing a range of nursery rhymes	