YR Medium Term Plan 2023 - 2024

Inquisitive-I wonder why? Why didn't...? But what if...? I need to find out if... I want to know what... I can't decide unless I know if... I don't agree because... I'm not sure that's true because... I think I should look at this in a decision based on... If I try this in different ways, I'll be able **Disciplined**-How did I do? If I had..., then I could have... I'm going to look at that to make sure... I'll try different ways to... I need to practise it... I want to improve it... I think it could be better... Is this the best I can achieve ye **Imaginative**-What if I...? Would it work better if I..? I'll try it out and see if... I think I could improve it by... That reminds me of... When I did that, it... I could use the... from when I... I can see that... That links to that because **Collaborative**-I can share my idea... It's helpful if I share my ideas... I can share the results of my work... I'd like to help you... Can I contribute? I can support you.. I think that... Can you tell me what I could do? I think you could with...? We could ... If we might... We could ask..... might know more because... We should look at... because... We should ask.... This will help because...

R	Person-Who am I?		Blossom-What is grov	ving?	Planet-Who li
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1
Trips	Church, local walk.		Norwich Castle		Gressenhall
Longitudinal Study - Science	How do the trees at Wicklewood Schoo	I change over the four seasons? - One Ye	ear with Kipper - accompanying text - mo	nths and seasons of the year.	
Key Texts	Model text: Little Red Hen Key texts: Rosie's Walk, Peace at Last, So Much! On The Way Home, Farmer Duck, Shhh! I am Nefertiti, My Beautiful Voice, Family and Me, All Kinds of Families	Model text: The Gingerbread Man Key texts: Room on The Broom, Jolly Christmas Postman, Whatever Next, Meesha Makes Friends, My Two Grannies, And Tango Makes Three	Model text: Mr Gumpy's Outing Key texts: The Bear's Winter House, Mr Archimedes Bath, Mrs Armitage, I Love Chinese New Year, Grandad's Camper, Jabari Jumps, Jabari Tries	Model text: Jack and the Beanstalk Key texts: Jaspers Beanstalk, Once there were Giants, A Piece of Cake,The Colour Monster, Billy and the Dragon, My Nana's Garden, Two Places to Call Home	Model text: The Gruffalo Key texts: The Gruffalo's Child, Wh Things Are , Goodnight I Now Bernard, Amy Wu a Patchwork Dragon, Look Monster and Me
Songs and Rhymes	Farm songs and rhymes - Old Macdonald, Dingle Dangle Scarecrow, Oats and Beans	Animal songs and rhymes - Hey Diddle, Bear went over the Mountain, At the Zoo	Traveling songs and rhymes - Row Row your Boat, Animal Fair, Boats Sail on Rivers	Growing songs and rhymes - The Farmer Plants his Seeds and I'm a Little Seed	Songs and rhymes from world
Communication and Language	I can about photos of myself and my family – circle times. I can share favourite books, songs and stories. I can retell the story of The Little Red Hen and Rosie's Walk using actions and story maps. I can join in with rhymes and songs daily – including Old Macdonald, Dingle Dangle Scarecrow, Oats and Beans. I share and talk about non-fiction texts about chickens. I can ask and answer questions about the text and using 'why' questions when hot seating. I can use prepositions when recreating the story Rosie's Walk. I	I can talk about how and where I belong. I can imitate and retell the story using actions and story map to assist. I can perform and re-enact the story to and with others. I can innovate The Gingerbread Man own story. I join in with rhymes and songs and innovate them e.g 'Hop, hop, as fast as you can'. I can talk about what happened in the story and predict what might happen next. I can talk about the feelings of the characters. I can describe the looks and character of the fox. I can hot-seat the Fox, asking 'why' questions.	I can imitate and retell the story of Mr Gumpy's Outing using actions and story maps. I can innovate the story and share my ideas with others. I can talk about what happened in the story and predict what might happen next. I can create my own characters for the story. I can create my own questions to ask Mr Gumpy. I can sequence events in the story. I can talk about my favourite part and why it's my favourite. I can create another ending for the story.	I can imitate and retell the story of Jack and the Beanstalk using actions and story maps. I can innovate the story and share my ideas with others. I can change the ending of the story. I can discuss whether I agree or disagree with the decisions in the story. I can sequence events in the story and use them to retell. I can invent my own story using the story structure of Jack and the Beanstalk. I can describe characters and discuss their feelings. I can hot-seat characters from the story.	

different way I'd like to know even if e to et? I've spotted so I will f I know that because of d What do you think? What if we? Can you help me				
Vives here?				
	Summer 2			
	Model text: The Princess and the Pea			
Where the Wild ht Moon, Not /u and the ook up! My	Key texts: Giraffes Can't Dance, The Giant Jam Sandwich, Six Dinner Sid, ,Once Upon a Time, Clean Up! Julian is a Mermaid, Little Red, Princesses Break Free			
om around the	Traditional songs and rhymes - sing a song of sixpence, Do your Ears hang Low, One Man went to Mow			

	can explore new vocabulary in the story and name parts of a hen.		I can join in with rhymes and songs daily – including Row Row your Boat, Animal Fair, Boats Sail on Rivers. I can create my own verses for Row Row your Boat. I can describe animals by giving clues to create a guessing game. *I can give a sequence of instructions.	I can talk about what a plant needs to grow and give instructions on how to plant a bean. I can make observations of plants and nature using my senses in the natural environment. I can give a recount of a trip to the allotment and talk about my favourite part.	
Personal, Social and Emotional Development	I can talk about how it feels to belong and similarities and differences. I can start to recognise and talk my feelings – happy, sad and angry. I can work with others to make school a good place to be by following school rules. I understand why it's important to be kind and use gentle hands. I am starting to understand children's rights and responsibilities. I can talk about friendships and responsibilities in the story. I can talk about how we can be a good friend. I can talk about ways to share and take turns. I can start to talk about and celebrate the values of trust, love, courage and forgiveness.	I can identify something I am good at and understand everyone is good at different things. I understand being different makes us all special. I know we are all different but the same in some ways. I can tell you why I think my home is special to me. I can tell you how to be a kind friend. I know which words to use to stand up for myself when someone says or does something unkind. I can recognise the gingerbread showed courage and trust and talk about how or when. I can talk about when I have shown courage and determination.	I can tackle challenges and talk about how. I can talk about a time when I didn't give up and achieved my goal. I can set a goal and work towards it. I can use kind words to encourage people. I can talk about the jobs I might like to do when I'm older. I can say how I feel when I achieve a goal and know what it means to feel proud. I can talk about the things that make me feel proud. I can identify the reasons why Mr Gumpy was kind. I can discuss who I would share my boat with and why.	I understand I need to exercise to keep my body healthy. I understand how moving and resting are good for my body. I know what the word healthy means and know some foods are healthier than others. I know how to help myself go to sleep and understand why sleep is good for me. I can wash my hands and understand why this is important. I know who my safe adults are and how to stay safe if they are not close to me. *I can talk to a peer about being safe online. *I can talk about how to apply safety story lessons when using technology. I can work in a team to build a giant beanstalk. I can discuss the characters feelings in the story and talk about how I would feel.	
Physical Development	I can play games with increasing coordination such as – Duck Duck Goose and Farmers in the Den. I can climb over, under and through a Rosie's Walk obstacle course. I can create my own obstacle course. I can move across large apparatus using different ways of travelling – chicken feet, duck waddle, prowling cat, charging dog. I can make a hen collage using increasing scissor skills. I can draw and paint a self-portrait. I can create patterns with a wide variety of tools. I can make repeating patterns with beads, cubes, bears. I can use fingers and tongs to sort objects. I can knead and manipulate bread dough and play dough.	I can copy and follow movements in yoga sessions. I can join in the Gingerbread man Hokey Cokey, travelling in different ways. I can jump on a hopscotch and trail. I can make a den for the gingerbread man to hide in. I can use a variety of construction materials to make bridges. I can make junk model boats, rockets and structures. I can use tools and manipulate dough to make a gingerbread man. I can use scissors to create a gingerbread man collage. I can draw myself, my family and my home. I can create patterns with increasing control with pencils, pens and paintbrushes.	I can travel in different ways and create animal movements responding to music. I can create dens and homes for animals using large scale natural resources. I can create habits for animals using small world resources. I can create a 3D model of the story. I can create boats using paper, card and scissors. I can draw and paint animals from the story. I can use tools and manipulate dough to make food for Mr Gumpy's tea. I can create collage habits for animals in the story. I can climb over, under and through obstacles I can throw, kick, pass and catch a large ball.	I can build a giant beanstalk using resources and equipment outside. I can play a Jack and the Beanstalk game using movements linked to the story - tiptoe, creep, run, climb, jump and change tempo - slowly and quickly. I can build an obstacle course to move around the giant's house. I can play hopscotch jumping with two feet and hopping with one on the leaves of giant drawn beanstalk. I can use tools to make soup and fruit salad and cutlery to eat it. I can build my own 3D beanstalk and castle using scissors from craft materials and junk modelling. I can draw and paint castles. I can make observational drawings and paintings of my growing bean plants and other plants. I can create patterns such as zigags, waves and spirals. *I can click to the mouse to open programs I can find and type single letters	

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Literacy	 Daily RWI sessions I can form letters in paint, glitter, chalk, water, foam, pencil and pen. I can write my own name. I can draw/write some elements of a story map. I can write initial sounds in labels and words. I can orally segment words daily and write and build words from the story. I can identify rhyming words in stories and games. I can retell the story of The Little Red Hen and Rosie's Walk using actions and story maps. I can join in with rhymes and songs daily – including Old Macdonald, Dingle Dangle Scarecrow, Oats and Beans. I share and talk about non-fiction texts about chickens. 	Daily RWI sessions I can form letters in paint, glitter, chalk, water, foam, pencil and pen. I can write my own name independently. I can draw/write a story map. I can write initial sounds in labels and words and begin to write cvc words. I can orally segment words daily and write and build words from the story. I can identify rhyming words in stories and games. I can write labels, lists and cards. I can use puppets to retell a story. I can innovate a class or own story. I join in with rhymes and songs and innovate them e.g 'Hop, hop, as fast as you can'. I can talk about what happened in the story and predict what might happen next. I can talk about the feelings of the characters. I can describe the looks and character of the fox.	Daily RWI sessions I can draw and label a story map. I can write speech bubbles for the animals in the story. I can write a shopping list for tea, a set of rules for the animals, a recipe, instructions, captions to describe settings. I can start to use finger spaces between my words. I can write cvc rhyming strings. I can write most lower case letters and some capitals. I can recall the main events in the story. I can predict the ending of the story. I can join in with rhymes and songs daily – including Row Row your Boat, Animal Fair, Boats Sail on Rivers. I can say and write clues for an animal guessing game.	Daily RWI sessions I can draw and label a story map. I can write the beginning, middle and end of the story. I can write a bean diary, character descriptive sentences, label a plant, write seed packets, instructions for planting and labels for the garden. I can start to use finger spaces between my words. I can write cvc rhyming strings. I can write lower case letters and some capitals. I can create a recount of a trip to the allotment and talk about my favourite part. I can give an alternative ending to the story. I can join in with rhymes and songs daily – including The Farmer Plants his Seeds and I'm a Little Seed. I can create my own verses for a growing song. I can listen to growing poems and creating own class poem.		
Maths	I can match pictures and objects. I can identify a set. I can sort objects by type. I can compare size, mass and capacity. I can explore patterns, copy and continue patterns. I can create own patterns in including repeating patterns. I can compare amounts and say which has more and less. I can join in and recite counting songs and rhymes that involve simple addition and subtraction – 5 Little Ducks, 5 Speckled Frogs, 5 Little Space men, 5 fat Sausages etc.	I can find one more and less from a set of objects. I can match, sort and group objects. I can recognise numerals to 5. I can show how numbers can be made up (up to 5) e.g. 1 and 3 is 4 and know there is more than one way of doing this. I can count up to at least 6 objects with accurate 1:1 correspondence. I can explore patterns, copy and continue patterns. I can create own patterns in including repeating patterns and border patterns. I can recognise circles, triangles and shapes with 4 sides.	I can count actions and movements up to 10. I can count up to at least 10 objects with accurate 1:1 correspondence. I understand what zero represents. I can say a number that is one more/less using resources. I can subitise numbers up to 5. I can show how numbers can be made up (up to 8) e.g. 1 and 3 is 4 and know there is more than one way of doing this. I can count to 10 and back by rote. I can compare two quantities using the vocabulary more, less and the same. I can create my own patterns and spot errors in patterns. I can match numeral and quantity to 8. *I can predict two or more continuations of a simple pattern. *I can identify and fix longer broken patterns.	I can start to identify odd and even numbers by sharing. I can recall number bonds to 5. I can start to give some linked subtraction facts. I can recall double facts for 1, 2, 5 and 10. I can subitise numbers up to 10. I can show how numbers can be made up (up to 10) e.g. 1 and 3 is 4 and know there is more than one way of doing this. I can match numeral and quantity to 10. I can say a number that is one more/ less using resources.	I can recognise the numerals to 10 and match to quantity I can order numbers to 10 I can recognise quantities up to 5 without counting I can compare quantities using greater/ more than, fewer/ less than, the same/ equal I can show patterns in numbers to 10 I can say whether a number is odd or even, up to 10 I can share objects equally	I can show how numbers to 10 are made up using different models e.g. part whole, tens frame, Numicon I can recall some double facts within 10 I can recall number bonds up to 5 and some to 10 I can match subtraction facts with number bonds I can count beyond 20 *I can use language to describe where I have moved my robot. *I can make a sequence of decisions to guide a robot. *I can use positional language to describe routes through a simple maze.
Understanding of the world	I can talk about my family and where I live using photos. I can talk about the things I am good at. I identify how I have changed. I can identify changes in the story 'Once there were Giants'. I can use my senses on an autumn walk and describe what I can see, hear, feel and smell. I can use my senses to explore natural autumn and harvest objects. Identify	I can talk about the similarities and differences in families. I can use my senses to talk about Bonfire Night. I can explore floating and sinking – Why do some things float and others don't? Would the Gingerbread man float? I can experiment other ways the Gingerbread man could travel across water - transport across water, what	I can talk about my favourite days out and holidays through sharing photos and drawing. I can talk about my favourite toys. I can find out about my grandparents' toys and make some comparisons to now. I can talk about some of the ways people celebrate Chinese New Year. I can explore and talk about old toys.	I can talk about how I am different now to when I was a baby and the things I can do now that I couldn't. I can look at pictures from the past of familiar adults as children and talk about the differences. I can find out about other children's lives around the world using books and multimedia. I can talk about my special place and understand that other people from		

	changes in materials when making bread. I can change materials when mixing paint and exploring messy play. I can talk about how it feels to belong and similarities and differences. I can explore grinding grains to make flour and find out about windmills. I can talk about what happens on a farm and what a farmer does. I can talk about how is harvest celebrated. I can observe the changes in trees in Autumn (LS study). *I can independently turn machines on and use them for their intended purpose.	vehicles are used on water, how do they differ to other vehicles, boats in the past and present. I can talk about some of the ways people celebrate Diwali. I can talk about how Christmas is celebrated and find out about how countries celebrate Christmas around the world. I can visit a church to find out more about my local community. I can observe the changes to trees in Autumn (LS study). *I can open the camera app on an ipad and take a picture myself.	I can find out about river habitats and create my own small world environments. I can describe a river environment using my senses. I can bake cakes and make jelly for Mr Gumpy's tea exploring heating and melting. I can explore freezing and melting water and explain the changes. I can describe the seasonal changes in winter (LS study - sleeping trees). *I can independently choose a piece of technology that will help me.	other religions and cultures have special places. I can talk about some of the ways people celebrate Easter and why Christians celebrate Easter. I can draw a map of the garden. I can draw an imaginary map from the story. I can plant seeds and make observations as they grow. I can describe the allotment and garden and watch them change over time. I can observe talk about the physical changes when making soup. I can describe the seasonal changes in Spring (LS study - wake up trees)	
Expressive Arts and Design	I can create self-portraits in different mediums. I can use harvest vegetables to make faces inspired by an artist. I can explore colour mixing independently and with an adult. I can create collages using developing scissor skills. I can join in with rhymes and songs daily – including Old Macdonald, Dingle Dangle Scarecrow, Oats and Beans. I can use my imagination in play to role play area and create small world. I can role play and retell the story with props. I can join in action songs and dances. explore art materials and colour mixing freely using the creative area. I can use and explore tools in art and manipulate areas freely. Artist Focus- Archimboldo	I can use tools and clay to create a gingerbread man. I can mix primary colours to make secondary colours - green, purple and orange. I can use colours for a purpose. I can use a variety of tools and techniques such as brushes, cotton buds, fingers, toilet roll, to create firework paintings. I can design and make a bridge and boat for the Gingerbread Man. I can create Gingerbread Man collages using a range of papers and fabrics. I can use my imagination in play to role play area and create small world. I can role play and retell the Gingerbread Man and Christmas story with props. I can join in action songs and dances. explore art materials and colour mixing freely using the creative area. I can use and explore tools in art and manipulate areas freely. Artist Focus - Mattise	I can create drawings and paintings of animals. I can create drawings and paintings of my favourite places. I can use printing and collage to create settings from the story. I can create a winter tree collage. I can create a river painting inspired by Seurat. I can explore animal prints and patterns. I can travel in different ways and create animal movements responding to music. I can join in with rhymes and songs daily – including Row Row your Boat, Animal Fair, Boats Sail on Rivers. I can create my own verses for Row Row your Boat. I can use role play and small world to retell the story. *I can form pictures digitally with multiple tools/colours (doodle buddy). Artist Focus - Seurat (Painting of Bathers at Asnieres)	I can use role play and small world to recreate the story. I can respond to music to create movements matched to the story and vary the speed of movements. I can create my own music to tell a story. I use musical instruments and body percussion to make patterns. I play instruments linked to written symbols e.g. zigzag lines for bells, circles for drums. I can sing a range of songs matching the pitch and melody. I can combine different techniques to make a mixed media picture. I can make observational drawings and paintings of flowers and plants. I can draw or construct a pattern with at least three continuing elements Artist focus - Andy Goldsworthy.	