

Long Term Progression Planner Nursery-FS1

	Autumn1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
CONTEXT FOR LEARNING Topics and Themes (Teacher Directed)	How can I make a new friend? Explore the book 'Little Tiger Goes to School' to support and establish Nursery rules and routines. Explore the book 'Tiger who came to Tea' to support new friendships and to enable children to share home experiences.	What can I celebrate? Learn about the following celebrations: Bonfire Night Diwali Christmas Sophie's Birthday Learn about our community celebrating similarities and differences. Discover the seasonal changes of autumn.	How can I make patterns? Explore pattern using the following books as a stimulus: Gruffalo's Child The Gruffalo Pirates and Aliens Love Underpants Chinese and Lunar New Year-explore the patterns of Chinese writing.	What changes can I see? Explore colour mixing with Elmer. Explore changes to shape and size with the Blue Balloon. Explore how we change as we grow using the stories 'Ten Little Fingers, Ten Little Toes' and 'Titch'. Explore changes in the garden in the springtime. Join in with the customs of Easter.	Can I tell you a story? Listening to stories for pleasure. Learn a variety of traditional stories. Sequence the events from Jasper's Beanstalk. Join in with repetitive text whilst exploring 'Jack and the Beanstalk', 'Enormous Turnip', 'Goldilocks' and 'Gingerbread man'.	Explore mark making through the stories of: Norman the snail Hungry Caterpillar Busy Spider Super worm Explore Non-fiction texts and visit the local Ecology Centre to learn about mini beasts and to record ideas writing for a purpose.
Ideas for Extended Provision linked to adult led themes	Teaching rules through stories: Elephant-Listening ears Leopard -Walking legs Monkey-Look after our toys Lion-Indoor voices Parrot- Kind hands Tea parties Tea tasting Tarzan tortoise visit Role-play cafe	Explore others' lives, jobs and people who work in the community. Similarities and differences Celebrations and festivals Birthday party Make cakes, invitations. Teachers and children share own celebration photos	Chinese restaurant Winter animals Exploring ice Gruffalo visit to Nursery leaves footprints. Gruffalo cave Alien spaceship Patterned underpants Make own patterns. Make pirate ships	Easter egg hunt Mother's Day cards Easter cards Colour mixing Baby Clinic Baby photos Pin wheels Compare big and small. Planting seeds. Noticing signs of springs. Growing vegetables.	Variety of fairy tales and traditional stories. Planting beans Jack's house/Giant's castle Make beanstalks using a variety of media. Make Gingerbread man biscuits. Porridge Goldilocks visit Puppets and story sequencing Helicopter stories Making own books.	Collect snails, observe, make snail patterns. Caterpillar life cycle Watch the caterpillars turn into butterflies. Make butterfly paintings. Look at symmetry. Make spider web biscuits. Variety of counting activitiestallying bugs etc. Variety of mark making. Mark making for different purposes. Using tools with control Holding mark making tools with a tripod grip Assign meaning to marks.
School Ready	Baseline Settling Notes on Tapestry Phase 1 phonics – Learning to listen	Pirate Pete-Colour of the week Phase 1 phonics – Learning to listen Environmental and instrumental sounds Christmas Show	Pirate Pete- Discriminate environmental/Instrumental/Body Percussion sounds.	Pirate Pete-Rhyme Voice sounds Spring songs and Easter egg hunt	Pirate Pete- Alliteration to support hearing initial sounds in words. Oral blending and segmenting	Pirate Pete- Alliteration to support children to discriminate initial letter sounds. Oral blending and segmenting Sports Day Nursery Graduation Talking about growing up and moving on.

			LEARNING PROGRESSION	<u>N</u>			
C and L (Communication, Language and Literacy)		Ongoing Develop attention span by paying attention to more than one thing at a time. Support pupils to develop new vocabulary linked to interests, songs, and stories. Develop children's communication skills using the correct tense. Develop children's pronunciation in everyday talk. (Pay attention to: r, j, th, ch, sh,) Encourage children to extend their sentences in their speech of four to six words. Enabling Environment Provide opportunities to learn a wide variety of stories and know well known rhymes and songs. The enabling environment should provide a variety of activities that promote language development.					
<u>Listening</u>	Show by their body language and responses that they are listening to a child or adult.	Listens to stories, songs and rhymes and indicates favourites by actions or words	Listen and respond to a peer in conversation.	Look, listen and respond in a discussion with 3 or more children.	Listen to stories and talk about the main events with adult questioning.	Listen to and joins in with longer stories with words. Enjoys listening to a range of stories and can remember much of what happens.	
Attention	Can shift attention when conversation interests them by looking, listening, or moving towards an adult or child who are talking.	Change focus and attention to begin work on their line of enquiry and interest.	Shift own attention from one task to another by using their name.	Maintain attention whilst listening to a simple verbal instruction. Maintain attention to complete a simple task.	Follow a simple instruction. Show by their actions and/or words that they know what is coming next in familiar rhymes and stories.	Pay attention to more than one thing at a time. Understand and follow a two-part instruction. For example, 'Get your coat and bag and then line up.'	
Understanding	Indicate a preference when given a choice between two objects or pictures or words.	Show an understanding of an event from their own experiences.	Talk about what they are doing as they play, using present tense.	Respond to questions, giving information about their likes and interests.	Sequence events and talk about their understanding using past tense.	Understand and explain answers to simple 'why' questions.	
<u>Speaking</u>	Links actions and words to communicate immediate needs and wants. Join in with simple songs that support rules and routines. Name everyday items in Nursery.	Verbally ask other children or adults to pass or obtain resources they want to use. Join in and sing along to simple songs and rhymes. Describe objects by colour.	Tell others which activity they would like to be involved in. Join in and take a keen interest in singing an increasing variety of songs and nursery rhymes. Describe objects by shape.	Use talk to organise themselves in their play. Have a back-and-forth conversation with a peer. Joining in with rhyming stories. Describe objects by size. Begin to sing favourite songs and nursery rhymes.	Talk to others clearly about their intentions, using words and actions to enable others to see their point of view. Talk in a sentence using past and present tense. (With 4-6 words.) Build a repertoire of favourite songs and rhymes. Begin to group and categorise objects by name	In talk use joining words to connect their ideas, for example, using 'and' and 'because'. Sing many well-known songs. Sing and know many rhymes. Be able to tell a long story and talk about familiar books. Use verbs to talk about tools, e.g scissors cut.	

PSED (Personal, Social and		Develor	Ong a sense of responsibility and members.	oing pership by giving children t	asks to complete.				
Emotional	Become more outgoing with unfamiliar people in the setting. Support children to develop their confidence and be assertive in their wants and needs.								
<u>Development)</u>	Support children to take turns, share and solve problems that arise in their play.								
		Understand that good choices are rewarded, and poor choices have negative consequences (Prefer to behaviour policy.) Select and use activities and resources, with help when needed.							
				sources, with neip when he <mark>nvironment</mark>	eaea.				
		Suppor	rt pupils to undertake activities that e	encourage them to talk abo	ut their feelings.				
			Encourage children Encourage children to make	to try new activities.	20				
			Use the Feelings Boar		JS.				
Self-Regulation	Make and communicate choices and express their	Initiate an interaction to indicate when they want to join in play	Join in with new areas of learning or activities across the setting with adult support.	Wait their turn when seeking help.	Express needs to another adult or child in the setting.	Be able to use words or actions to ask for help and/or solve conflicts.			
Managing Self	needs through actions or words. Use their own coping strategy to settle into Nursery. Separates from carer with support and reassurance.	through actions or words, with adult reassurance. Understand that we smile when we are happy, link to facial expressions. Talk about events that make them happy. Play in familiar areas of the classroom, selecting activities through their	Seek to comfort another child by asking for adult help, using verbal or non-verbal communication. Understand that we frown/cry when we feel sad, link to facial expressions. Talk about events that make them sad. (Link to resettling.) Look after the equipment, hang up aprons, pick up toys from the floor etc.	Show empathy towards other people, animals or objects through their actions or words. Understand that we can feel worried, link to facial expressions. Talk about events that can make them feel worried. Talk about the 5 Nursery rules and what happens if they are broken. (Without	Begin to show an understanding of how others are feeling. Use 'green' and 'red' zones of regulations linking to happy and sad. Confidently use all areas of continuous provision.	Show an understanding of how others might be feeling. Use the Feelings Board to express emotions. Follow the Nursery rules and be aware of consequences of behaviour, without adult reminders.			
	Accepts boundaries which seek to keep them and others safe and follow the flow of the session. Explore new activities. with adult support.	interests.	Be inquisitive and approach new activities.	reminders.)		Be confident to make choices in the environment and explain why choices were made. Show confidence in new social situations.			
Building Relationships	Watch other children at play before joining in. Will approach familiar adults when upset, excited, or wants to play.	Accept adult reasoning when a request is turned down. Indicate when they want to join in play through actions or words or are happy to play alone.	Engage in turn taking in play or conversation.	Initiate play with others. Solve problems in play with adult support.	Begin to solve conflicts in play using learnt strategies.	Be able to approach one or more children to initiate or join in with play. Play with one another, extending and elaborating on their ideas in play. Find solutions to resolve conflicts in play.			

Physical Development			Ona	oina						
(PD)		P	Ong articipate in group activities which th		r in teams					
<u>(1 2)</u>	Start eating independently and learning how to use a knife and fork.									
	Be increasingly independent to get dressed and undressed.									
		Be increasingly independent in meeting their own care needs.								
		Work as part of a team to move large items.								
			Make gross motor top to bottom		ents.					
				nd shoulder strength.						
	Shows increas	sina control in holdina. usi	ing and manipulating a range of tool		ourines, jugs, hammer	s, and mark making tools.				
		<u>g</u> g,		nvironment	, j. g.,					
		To deve	lop movement, balance, and riding a		s. and ball skills).					
			pment of physical movement skills t			crawl).				
		5		rces for their own plan.	.	,				
			Use a range of tool							
Fundamental	Climb using hands	Walk up steps, or	Climbs stairs, steps and moves	Explore different ways	Explore different	Move safely between objects				
Movement Skills	and feet.	climb up apparatus,	across climbing equipment using	of moving: stand on one	ways of moving.	and other people.				
		using alternating feet	alternate feet. Maintains balance	leg and hold a pose.						
Gross Motor	Climbs up and down	(one foot to each	using hands and body to		Walks down steps	Explore different ways of				
	stairs by placing both	step).	stabilise.		or slopes whilst	moving.				
	feet on each step				carrying a small	Walks down steps or slopes				
	while holding a	Use large-muscle	Use cross lateral movement to		object.	whilst carrying a small object,				
	handrail for support.	movements to wave	move forwards and negotiate		Be able to	maintaining balance and				
		flags and streamers,	space moving through tunnels,		remember	stability.				
	Able to use	paint and make	dens or when on a wheeled		sequences and	Stability.				
	equipment that	marks.	vehicle.		patterns of					
	requires pushing and				movements with	Increasingly be able to				
	pulling.		Creates lines and circles pivoting		adult support.	remember sequences and				
			from the shoulder and elbow.			patterns of movements.				
	Begin to use large-									
	muscle movements to									
	wave flags and									
	streamers, paint and make marks.									
Ball Skills	Kicks a stationary ball	Kicks a stationary ball	Throws a ball with increasing	Starts to catch a large	Con groon and	Can group and release with two				
<u>Dali Skilis</u>	with either foot.	with a dominant foot.	force and accuracy.	ball by using two hands	Can grasp and release with two	Can grasp and release with two hands to throw and catch a large				
Gross Motor	with either loot.	with a dominant loot.	lorce and accuracy.	and their chest to trap	hands to throw and	ball, beanbag, or an object.				
GIOSS MOTOL	Throws a ball in a	Throws a ball with		it.	catch a large ball,	ball, bealibag, of all object.				
	desired direction.	increasing force.		it.	beanbag, or an					
	desired direction.	lincreasing lorce.			object.					
					object.					
Fine Motor Skills	Use a pincer grip to	Able to use resources	Able to turn the pages in a book.	Able to use one handed	Begin to use one	Use one handed equipment.				
o motor onino	pick up small objects.	that require twisting,	and to tarri the pages in a book.	equipment such as a	handed equipment	Coo one nancoa oquipinoni.				
	p.or. up oman objecto.	turning, and rotating.		paintbrush.	such as making					
		g, and rotating.			snips with scissors.					
		Use a range of tools								
		and equipment such								
		as tweezers,								
		threading, and rolling								
		pins with control.								

Handwriting Fine Motor	Use mark making equipment with a comfortable grip for them.	Holds mark-making tools with thumb and all fingers.	May be beginning to show preference for dominant hand.	Comfortably use a variety of mark making tools to record ideas with some control.	Begin to use a low tripod grip with all mark making tools. Usually picks a dominant hand for most writing activities.	Begin to form a variety of marks and letter like shapes. Show a preference for a dominant hand.
Supporting Overall Health and Wellbeing	Indicate when they need to go to the toilet, wash hands, put on coat, wellington boots and is willing to 'have a go' with adult support.	Attempts to dress self independently with lessening adult support. Indicate when they need to go to the toilet.	Attempts to dress self independently with following adult instructions. Is aware of own safety and manages risk with support.	Is dry and clean during the day.	Manages own basic hygiene and self-care needs.	Make healthy choices about food, drink, activity, and tooth brushing. Be able to use words or actions to ask for fruit, milk or to go to the toilet- to get needs met. Use the toilet independently. Put on own coat.

Reading Phase 1 Phonics	Actively join in with a Begin to discriminate between sounds. (Learning to Listen)	between sounds. sounds. sounds. a range of phase 1 words and spot when words						
Awareness of Print in the Environment	Recognise and match picture labels and silhouettes to objects in the environment.	Recognise first letter of their name.	Begin to read own name.	Read own name.	Recognise Logos in the environment.	Recognise print in the environment and apply meaning.		
Writing	Makes marks in different media.	Mark making shows variation in shape and form.	Engage in emergent writing in their play using circle, lines, and marks to represent letters, words, or numbers. For example, a pretend shopping list.	Begin to explore making letter shapes, using a range of movements.	Engage in emergent writing in their play using circles, lines and marks to represent letters, words or numbers. Begin to write some letters from their name.	Mark make for a range of purposes (have fun with paper) and apply meaning. Use groups of letters or a variety of letter shapes to show meaning. Write some letters accurately from their name.		

(Mothomotics)			O 10 01	oing						
(Mathematics)		Ongoing Count aloud to 5 and beyond, forwards, and backwards.								
		Make numbers with real life objects for a purpose. Begin to describe a sequence of events, real or fictional using words such as 'first', 'then', 'after', 'before'								
	Beginning to compare and recognise changes in numbers of things, using words like more, lots or 'same'.									
	Compare quantities using the language of 'more than' and 'fewer than'.									
			Solve a range of real-worl	nvironment						
			Compare amounts of quant							
			Use talk to describe and make	comparisons between obje						
			Select shapes app Combine shapes t	propriately in play.						
			Provide a range of opportunities		terns.					
Number	Uses number names	Count alongside	Recite numbers to 5 and	Count in order from 0-5,	Count in order from	Confidently count to 10 by rote.				
Counting	in play.	actions in games,	beyond.	saying one number	0-10.					
Counting		rhymes and songs.		name for each object.						
Develop Numerosity	Show number one on	Make sets of numbers	Make sets of numbers and	Make sets of numbers	Make sets of	Show 'finger numbers' up to 5.				
	fingers.	and subitise to 1.	subitise to 2. Count on fingers to represent	and subitise to 3.	numbers and subitise to 4.	Match numeral and quantity to 5.				
			numbers up to 2.		Subitise to 4.					
				Count on fingers to	Count on fingers to	Be able to solve problems with numbers up to 5.				
			Know that the last number reached when counting tells you	represent numbers up to 3.	represent numbers up to 4.	·				
			how many there are in total.		up to 4.	Make sets of numbers and subitise to 5.				
Numbers in the	Show by actions, role	Begin to make marks	Recognise (not read) numbers of	Make marks to record	Recognise numbers	Match numeral to quantity up to				
Environment/Writing Numbers/Recording	play, mark making or words that they are	and experiment with their own symbols	personal significance (more than 4 numbers).	their own mathematical ideas.	to 5.	5.				
ideas	aware of numbers in	and marks.	Triambolo).	lucus.						
	the environment e.g.									
	door numbers, bus numbers, birthday									
	cards etc.									
Numerical Patterns	Joins in and	Joins in with simple	Notice and talk about patterns in	Explore making	Copy an ABAB	Create an ABAB pattern.				
	anticipates repeated sound and action	patterns in sounds, objects, games and	the environment and everyday objects.	patterns in the environment led by an	pattern.	Notice and correct an error in a				
	patterns.	stories dance and		adult.	Continue an ABAB	repeating pattern.				
	lo intoronto dia color	movement, predicting			pattern.					
	Is interested in what happens next using	what comes next.			Notice an error in					
	the pattern of				an ABAB pattern.					
	everyday routines.				·					
Compare Quantities / Shapes	Recognises that two objects have the	Understand position through words. For	Describe a familiar route. (Use spatial words in play such as 'in',	Discuss routes and locations using words	Compare tall/short.	Use shapes in play purposefully.				
Chapes	same shape.	example, 'how to	'on', 'under', 'up', 'down',	like 'infront of' and	Recognise and talk	Name 4 shapes.				
	·	move the leaves off 'besides' and 'between'.) 'behind'.	'behind'.	about rectangles.	Compare full/empty.					
	Compare big/small.	the path' or 'sweep water down the drain'.				Compare full/empty.				
		water down the draff.								

		Recognise and talk about circles.	Recognise and talk about squares. Use vocabulary to talk about what patterns they are seeing, for example size, shape and detail of repetitions.	Exchanges objects which may be real or imaginary; this could be 'shopping' role play, a card game or number rhymes. Compare heavy/light. Recognise and talk about triangles.	Explore 3D shapes such as 'cuboid'.	Compare size, shape, weight, height etc. in play. Talk about and explore 2D and 3D shapes, using informal and mathematical language.
UW (Understanding the World)		Ask key	Model key vocabulary / questions such as "I wonder if?" Develop positive attitudes about	to encourage discussion ar		
	ı	Provide a variety of oppor	Use hands on experiences to explore tunities to notice the difference between and talk about a variety of forces	een materials, such as coc	king, melting, floating,	and sinking.
Past and Present	Share an event that they have been part of like getting ready for Nursery.	Share a special time in their lives. Show an understand that people have different roles at work.	Know there are different countries in the world and talk about the differences they have experienced or seen in photos.	Talk about what they have seen using a wide vocabulary.	Begin to use new vocabulary to talk about the past.	Be able to talk about things that are the same and different.
People Culture and Communities	Has a sense of own family and immediate relations.	Talk about one way to celebrate that is the same as a friend.	Show an awareness that people eat different foods and dress according to their culture.	Begin to talk about experiences with their family.	Share traditional stories.	Be able to talk about themselves, their family and home life.
The Natural World	Talk about what they see using an increasing vocabulary.	Notice changes that happen in the autumn.	Explore collections of materials and talk about the similarities and differences.	Notice changes that happen in the springtime. Talk about differences between materials and changes they notice such as cooking and ice melting.	Plants seeds and care for growing plants. Talk about the life cycle of a plant.	Begin to understand the need to respect and care for natural environment and living things.

EAD								
EAD	Ongoing							
(Expressive Arts and	Listen with increased attention through a range of listening activities whilst painting, drawing, or moving.							
Design)		Listen to what they have heard, expressing their thoughts and feelings.						
	Children should	sing a range of well-know	vn nursery rhymes and songs, enco			and understand the melody.		
			Play instruments with increasing co	ontrol to express feelings ar	nd ideas.			
			Enabling E	nvironment				
		Encourage ch	ildren to mark make and draw a vari	iety of pictures to express t	heir ideas and feelings.			
			Explore colour a	nd colour mixing.				
		Provide opportunities f	for children to play instruments with	increasing control to expres	ss their own feelings an	d ideas.		
		• •		tions to re-tell a story,)				
Creating with	Engage in sensory	Use media and	Use a variety of materials to	Explore a variety of	Freely explore a	Use tools and techniques to		
Materials	exploration and show	materials to represent	construct for a purpose.	media to create.	range of different	enhance and add detail to their		
	by their response that	and express an idea.	parieti del rei a pariette.		materials to develop	representations.		
	they can effect	and express an idea.			own ideas.	representations.		
	change.	Create closed shapes	Begin to use shapes to		own ideas.	Join different materials.		
	change.	with continuous lines.	represent objects.	Develop own ideas and		John different materials.		
	Explore different	with continuous lines.	represent objects.	decide which materials		Draw with increasing complexity		
	textures.	Use drawing to				and detail such as a face.		
	textures.	_		to use for a purpose.				
		represent movement or loud noises.				(Including showing emotions.)		
		or loud noises.						
Being Imaginative	The child engages in	Creates or builds new	Place, change or manipulate a	Listen to other's ideas	Suggest ideas for	Join in with dance, songs,		
and Expressive	parallel 'pretend' play	'worlds', stories or	material or resource to fulfil a	to build on play.	play.	actions, and music.		
•	in role play, small	scenarios.	purpose.	, ,	' '			
	world or when		parposo.	Take part in pretend	Begin to develop	Work and play imaginatively.		
	outdoors.	Beginning to describe	Engages in imaginative play	play and use objects to	complex stories	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
		sounds and music	based on own ideas or first-hand	represent something	using small world	Make own complex imaginative		
	Begins to make	imaginatively, e.g.,	or peer experiences.	else.	•	small wold using a variety of		
	believe by pretending	scary music.	or poor experiences.	0.00.	equipment.	different media.		
	using sounds,	coary masic.				anorona modia.		
	movements, words,					Create own song (or improvise a		
	objects.					song around one they know).		
	objects.					cong around one they know).		