

The Nursery Curriculum Overview

Hawley has a commitment to delivering an integrated curriculum, providing many enrichment activities. Visits and enrichment opportunities support topics, for example visiting 'Willows Farm' as part of the 'On the Farm' topic. The Nursery follows the following curriculum map, ensuring coverage of all areas of learning; there are times when topics may be adapted to respond to the interests of the children.

Please follow [this link](#) below to find out all about the EYFS framework around which we plan your child's learning in the Early Years. It will help to indicate the typical skills and knowledge that children possess in each of the developmental age bands. Children in the nursery typically work within the 30 - 50 month age band. Of course, there are particular areas of learning where your child may need more support in and in some areas they may be exceeding in. The document will give you a good overview of what to expect, and when!

	Autumn 1	Autumn 2	Spring 1	spring 2 World Book Day	summer 1 Science week	Summer 2 Art Week
Topics and Themes	Nursery Rhymes	Wow, it's night time	Going Places... Transport	...It's a Bear!	On the farm	Under the Sea
Communication	Learn a bank of	Describe a range of	Make road signs.	Re-enact the story	Re-enact Jack and	Name and describe

<p>and Language</p> <p>Following Letters and Sounds Programme: phase one</p>	<p>nursery rhymes which they can sing from memory. Learn the names of staff and other children. Name routines within the day</p>	<p>nocturnal animals. Talk about the differences between night and day. Act out the story of Diwali and the Nativity</p>	<p>Describe their journey to school - Make up their own adventure for the Naughty Bus</p>	<p>of the Three Bears. Make up stories based on the frame of the Three Bears. Name and describe different types of bears.</p>	<p>the Beanstalk and other stories. Name farm animals, mothers and their offspring. Describe and name each stage of the life-cycle of a butterfly.</p>	<p>sea creatures, Labelling parts of a shark. Role play, pretending to be pirates and mermaids.</p>
<p>Personal and emotional development</p>	<p>Focus on settling and independence. Get to know friends' and adults' names. Become familiar with routines and expectations within the setting.</p>	<p>Look at different celebrations, Diwali and Christmas. Keep healthy, importance of sleep.</p>	<p>Work together to build a vehicle. Play cooperatively in different role play scenarios, train station, and fire-fighter role play.</p>	<p>Role play-Goldilocks crime scene. Think of ways to make baby bear feel better.</p>	<p>Care for animals and plants grown. Develop role play as part of a group in the vet's surgery</p>	<p>Prepare for transition my new class - books Reflecting on what they have enjoyed and learnt over the last year.</p>
<p>Physical development</p>	<p>Egg and spoon race Cut out a shoe and threading around the shape. Spider race, use stilts, walk up and down the drain pipe outline. .</p>	<p>Look at ways to stay healthy. Dance to firework music Mould malleable materials to make a snow man, make and decorate clay owl. Move in the style of a nocturnal animal. Three kings obstacle course.</p>	<p>Use tools e.g. hole punch safely to create vehicles. Cooperative games e.g. traffic lights.</p>	<p>Complete an obstacle course based on 'Going On a Bear Hunt'. Use tweezers to find hidden sequins in porridge oats.</p>	<p>Use one-handed tools e.g. hammers and malleable materials to construct buildings. Farm animal style obstacle courses. Look at ways to stay healthy and strong. Act out physical changes in life cycles.</p>	<p>Use play dough and natural items to make Mini-beasts. Use nets and pincers to catch sea creatures. Explore balance, through walking the plank.</p>
<p>Mathematics</p>	<p>Sing a range of number rhymes and songs to familiarise children with the language of numbers.</p>	<p>Use shapes to make an owl. Count stars and match sets to</p>	<p>Draw and negotiate maps using Positional and directional language. Use vehicle wheels to</p>	<p>Make sets of 3 Order sets of 3 objects by size. Explore patterns;</p>	<p>Count food for the farm animals, dice games -reliably counting sets from a larger set and</p>	<p>Order numbered shells up to ten / twenty. Roll the dice, and count treasure for</p>

	<p>Sing and act out '5 little ducks'.</p> <p>Focus on recognising how old a child is.</p>	<p>numerals.</p> <p>Use 2D shapes to create snowman pictures.</p> <p>Look at colour and shape patterns.</p> <p>How heavy is the pumpkin? Order three pumpkins by weight.</p>	<p>add and count in</p> <p>Exploring 3D shapes, predicting which shapes will roll.</p>	<p>design a pattern for baby bear's blanket.</p> <p>Teddy bears' picnic, Who has the most/least biscuits? Sharing equally.</p>	<p>finding the numeral to show how many</p> <p>Sorting and counting animals in each field, finding the total.</p> <p>Investigate symmetry e.g. butterfly pictures, Using mirrors and printing.</p>	<p>the pirates.</p> <p>5 little crabs - how many are hidden? Looking at number bonds to 5.</p>
Literacy	<p>Exploring mark making - Decorate Humpty Dumpty.</p> <p>Making a spider's web.</p> <p>Decorating a shoe.</p>	<p>Christmas cards</p> <p>Drawing Rama and Sita.</p> <p>Writing to Father Christmas.</p> <p>Name writing in a range of media.</p> <p>Drawing story maps for the Diwali story and the Nativity</p> <p>Book making based on the Nativity.</p>	<p>Emergent writing opportunities in role play:</p> <p>Write journey tickets.</p> <p>Write holiday postcards.</p> <p>Draw and label maps.</p> <p>Write luggage labels.</p> <p>Drawing road signs.</p>	<p>Book making based on Goldilocks Naming and drawing the missing characters from Brown Bear.</p> <p>Using the Bear stories by Eric Carle to pick up on the rhythm and repetitive refrains.</p> <p>Drawing and labelling different types of bears.</p> <p>Making spring cards.</p>	<p>Who's in the shed? Drawing and describing a farm animal.</p> <p>Using puppets to act out the Three Little Pigs/The Three Billy Goats Gruff.</p> <p>Story maps Mark making based on the stories, for example pop up troll cards, labelling the characters from the story.</p>	<p>Draw and label treasure maps.</p> <p>Describing sea creatures in Billy's bucket.</p> <p>Label sea creatures, using knowledge of initial sounds.</p> <p>Writing opportunities in the mermaid cave.</p> <p>Message in a bottle.</p> <p>We're going on a shark hunt, shared writing.</p>
Understanding the World	<p>Building a wall for Humpty Dumpty, looking at brick patterns.</p> <p>Finding out about spiders.</p> <p>Planting bulbs for the spring role play home corner</p>	<p>Dark den, exploring darkness.</p> <p>Investigating nocturnal animals,</p> <p>Finding out about different celebrations.</p> <p>Looking at pumpkins - lifecycle</p>	<p>Design and construct vehicles,</p> <p>Small world roads/tracks.</p> <p>Imaginative play.</p> <p>Look at family journeys including looking at London landmarks .</p>	<p>Naming different types of bears: polar bears, pandas and brown bears.</p> <p>Looking at features and habitats.</p> <p>Spring - looking at changes in the environment.</p>	<p>Exploring habitats focus on the farm-naming farm animals, mothers and offspring.</p> <p>Cooking - linked to the farm topic, looking at the sources of food.</p>	<p>Explore floating and sinking.</p> <p>Look at features of sea creatures.</p> <p>Programme the Bee-bot to find the treasure going left and right, forwards and backwards.</p>

Expressive Arts and Design	<p>Make a shoe. Create a sound - scape for each of the nursery rhymes. Walk bare foot through the paint. Role-play - building site role play, build Humpty Dumpty a wall, Elves workshop -</p>	<p>Observational drawing of pumpkins Printing spiders' webs using tiles. Colour mixing. Role-play - The Gingerbread Cottage, Santa's house, The Nativity Stable.</p>	<p>Learning a range of transport themed songs, using diff. Instruments to evoke sound of different vehicles Role-play Bus station Garage Train station Fire-engine</p>	<p>Role-play The house of the Bears. Space station. Observational drawings of teddy bears. May pole dance</p>	<p>Role-play Vet's Surgery. Dance to <i>Old Macdonald</i> and use diff. instruments to evoke different animal sounds Observational plant drawings.</p>	<p>Role-play Pirate ship, Pirate cave, Mermaids' cave, Making under the sea dioramas. Revisit using tiles to print waves, sea creatures. Using child's photo to draw portrait as a pirate or a mermaid.</p>
Enrichment opportunities	<p>no trips planned this half term.</p>	<p>Visiting owls into school</p>	<p>Transport Museum</p>	<p>Visiting Story Teller Hampstead Heath signs of spring, TBC</p>	<p>Visit to Willows Farm Hampstead Heath - mini-beast hunt</p>	<p>Visit to London Aquarium</p>
STEM / Characteristics of effective early learning	<p>Humpty Dumpty is stuck in the tree, how can we rescue him?</p>	<p>How can we create a night time sky, lit up with fireworks? How can we light the star? Help the camels cross the river without getting wet.</p>	<p>How can we build Tower Bridge? Building vehicles with wheels that turn.</p>	<p>Designing and making beds for each of the three bears, looking at size.</p>	<p>Design and make something to help the goats cross the bridge. Build a house for the pigs that won't fall down.</p>	<p>How can we rescue the whale?</p>

