Nursery Curriculum Overview 2023-24

| $\frac{\text { AUTUMN }}{\text { TERM }}$ | Term 1 |  |  |  |  |  |  | Term 2 <br> Topic: Farm animals/Celebrations |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 7 |
| Maths |  | Number <br> To recite number names in order -sing number songs to 5 then beyond Subitising to 3 then to 6 1:1 Counting <br> To know that numbers identify how many objects in a set? |  |  |  |  |  | Representing numbers on fingers / actions. To match numeral to quantity to 5 then 10 Mark making- symbols and numerals |  |  |  |  |  |  |


| Spring <br> TERM | Term 1 |  |  |  |  |  | Term 2 <br> Topic: Mini Beasts/ Growing /Easter |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 | Week 3 | Week 4 | Week 5 | Week 1 | Week 2 | Week 6 |
| Maths | Number <br> Continue to match numeral to quantity to 10 <br> Mark making-symbols and numerals <br> To compare two quantities - more than / less than <br> SSM <br> To identify patterns (environment and animal) <br> To describe a sequence of events first, then .... (e.g. the gingerbread man/Little red hen) <br> To describe a route (Gingerbread man) <br> Use language over, under, etc. <br> Capacity (magic porridge pot) |  |  |  |  |  |  | to matc <br> Solv <br> escribe a | al to quan Mark mak orld math <br> Shapes - B d describ <br> continue Sp ce of even Heigh | mber <br> 10 e.g. 10 mbols and problem <br> SM <br> Valter's W <br> es. Go on <br> ting patte <br> s in patter <br> , then .... <br> bly's bean | aterpillar s numbers <br> ul web. shape hu <br> $A B A B$ <br> le of a bu | a's Hen <br> ick) |


| $\begin{gathered} \text { Summer } \\ \text { TERM } \end{gathered}$ | Term 1 | Term 2 |
| :---: | :---: | :---: |
| Maths | Number <br> To solve mathematical problems to 10. SSM <br> To discuss routes (story maps) <br> Understand position through words e.g. Bear Hunt book <br> Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. Combine shapes to make new ones - an arch, a bigger triangle etc | Number <br> Identify one more and one less. <br> To count beyond 10 <br> To identify and continue a pattern <br> To order numbers 0-10. <br> To compare groups of objects. SSM <br> Capacity - make comparisons |

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One little seed
By Becky Davies

Tap tap went the crab
The pirates are coming!
Barry the fish with fingers

10 little dinosaurs

