





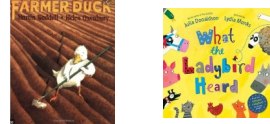
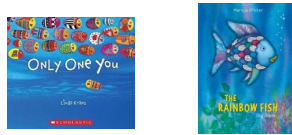
CURRICULUM OVERVIEW

At Christ the King, every child is valued as an individual and is provided with opportunities and experiences to enable them to flourish and aspire to serve and achieve.

We intend to provide an exciting and cohesive curriculum that enables each child to develop as a confident member of their local and global communities, to provide learning experiences that develop skills, knowledge, relationships, attitude and cognition which are underpinned by the gospel values and a passion to care for our common home.

See Judge Act

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Religious Education:	Domestic Church: Family: Myself: God knows and loves each one. Baptism/Confirmation: Belonging: Welcome Baptism; a welcome to God's family. Advent/Christmas: Loving: Birthday Looking forward to Jesus' birthday.		Local church: Community: Celebrating People celebrate in Church Eucharist: Relating: Gathering The parish family gathers to celebrate Eucharist Lent/Easter: Giving: Growing Looking forward to Easter.		Pentecost: Serving: Good News Passing on the good news of Jesus Reconciliation: Inter-relating: Friends Friends of Jesus Universal church: World: Our world God's wonderful world.	
Personal, Social and Emotional Development:	SCARF: All About Me Baseline Discuss Class Charter 7C's Circle/Listening Games games	SCARF: My Feelings How to deal with anger when someone has taken a toy 7C's Circle/Listening Games Trick Box	SCARF: Bouncing Back Board Games—playing new game and overcoming hurdles Invent own board game 7C's Circle Games	SCARF: Healthy Eating Understand the importance of looking after our bodies 7C's Circle Games Trick Box	SCARF: Growing and Changing Understand the different life cycles of animals 7C's Circle Games Trick Box	SCARF: Caring for my environment Transition to Year One Discuss how we could help next year's Reception class 7C's Circle Games Trick Box
Laudato Si' & Me!	God's Wonderful World—How we can look after it	Taking care of the world Be a Zero Hero— Litter and Recycling	Taking care of the world – People. Real-life Superheroes People Who Help Us	Taking care of others around the world—Fairtrade Fortnight	Taking Care of the World— animals. Animal Preservation/ Minibeasts	Taking Care of the World— Sea creatures Effect of plastic and rubbish on our Sea Creatures
Communication and Language:	Baseline Listening games/ walks Show & Tell—Take turns to listen and respond to others Wellcomm Circle Games	Confidence to talk in small and large groups Join in and learn nursery rhymes Wellcomm Circle games Talk 4 Writing Storytimes	Listen and respond to stories with relevant comments Use language to imagine and recreate roles Wellcomm Circle games Talk 4 Writing	Uses talk to organise, sequence and clarify thinking and ideas Extends vocabulary and explores the meaning of new words Wellcomm Talk 4 Writing Storytimes	Uses past, present and future tenses correctly Answer 'how' and 'why' questions about own experiences Wellcomm Talk 4 Writing - Recount Storytimes	Answer 'how' and 'why' questions about own Experiences Express effectively using a range of vocabulary Wellcomm Talk 4 Writing Storytimes
Physical Development:	Baseline Managing own personal hygiene Fiddly Fingers- Develop fine motor control Develop gross motor skills Mark making Handwriting patterns Dough Disco	Managing own personal hygiene Understands the needs for safety—Bonfire Night Experiment with different ways of moving Fiddly Fingers- Develop fine motor control Form letter shapes Dough Disco	Experiment with different ways of moving Shows increasing control over moving an object Correct letter and number formation Dough Disco Cosmic Yoga Playground Games	Travel with confidence and skill Understands the needs for safety and manages risks Knows the importance of a range of healthy foods Correct letter and number formation Cosmic Yoga Dough Disco Parachute games	Shows good control of large and small movements Understands the needs for safety and manages risks Correct letter and number formation Cosmic Yoga Group games	Shows good control of large and small movements Correct letter and number formation (appropriate size) Cosmic yoga Understand team game rules

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Literacy:	Baseline Listen to stories with increasing attention and recall Begin to be aware of story structure Hears and says the initial sound in words Links sounds to letters Begins to read words	Join in with repeated refrains Continues a rhyming string Begins to segment and blends the sounds in words Links sounds to letters Begins to read words	Uses language to imagine and recreate roles Can segment and blend the sounds in simple words Use letters to communicate meaning Begins to write simple captions	Begins to write simple sentences Begins to read simple sentences Enjoys an increasing range of books	Can write a simple sentence which can be read by themselves and others Use phonic knowledge to write words that match their spoken sounds Use finger spaces, capital letters and full stops. Can read a simple sentence Knows information can be retrieved from computers and books	Can write a simple sentence which can be read by themselves and others Use phonic knowledge to write words that match their spoken sounds Use finger spaces, capital letters and full stops. Can read a simple sentence Demonstrates understanding when talking to others about what they have read Knows information can be retrieved
Class books:	Here We Are Once there were Giants Little Red Hen What makes me a me? 	Nursery Rhymes The Jolly Christmas Postman 	Mr Wolf's Pancakes Supertato Three Little Pigs Sailor Bear 	Jack and the Beanstalk Handa's Surprise 	Non-Fiction books Farmer Duck What the Ladybird Heard 	The Rainbow Fish Only One Me Non-Fiction books 
Phonics: Read Write Inc	RWI—Speed sounds 1 Reading and spelling Set 1 Green words Reading red words	RWI—Set 2 and 3 sounds Reading and spelling Set 1 and 2 and 3 Green words Reading red words	RWI - Review all sounds and words	RWI - Review all sounds and words	RWI - Review all sounds and words	RWI - Review all sounds and words
Maths	Baseline Counting forwards and backwards to 10 Counting objects to 10 Recognising numbers 0-5 Ordering numbers to 5 Recognise and name 2D shapes Use words that describe the position of an object Use the language of time Copy patterns	Recognising numbers to 10 Ordering numbers to 10 Counting objects from a larger group 1 more/1less to 5 Addition—putting 2 groups together Subtraction—taking some away Ordering items by length/weight/capacity Ordering familiar events Describe 2D shapes	Counting to 20 Reconising numbers to 15 1 more/ 1 less to 10 Use language of addition and subtraction Recording Recognise and name 3D shapes Use the language of money	Counting to 20 Counting objects to 20 Recognising numbers to 20 1 more/ 1 less to 20 Use language of addition and subtraction Recording in different ways Describe 3D shapes Order 2 or 3 items by length/weight/capacity Create own patterns	Counting backwards from 20 Counting accurately to 20 Halving Doubling Sharing Recording calculations using different methods Problem solving Counting in 2's Use language of time/money, measure Measure using non standard units	Counting forwards and backwards from 20 Counting accurately to 20 Halving Doubling Sharing Recording calculations using different methods Problem solving Counting in 5's and 10's Recognising coins Measure short periods of time in simple ways Measure using cm

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Understanding the World People and Communities The World Technology	Remember and talk about significant events Knows some things that make themselves unique Talks about things they have observed—Making Bread Shows care and concern for own environment —Creation Walk Shows skills in making toys work—tagpens	Talk about similarities in family customs and routines Looks closely at changes—Making cakes Talks about things they have observed—Autumn Walk Knows information can be retrieved from a computer Can complete a simple program—firework picture	Talk about similarities and differences in family customs and routines Talks about things they have observed—Freezing and melting/Floating and sinking Looks closely at similarities, differences and changes—Making Pancakes Uses ICT hardware—ipads	Knows about similarities and differences in family customs and routines Knows about differences in living things -Spring Walk Looks closely at similarities, differences and changes—Growing a Bean Uses ICT hardware—beebots Knows a range of technology used—Technology questionnaire	Knows about similarities and differences in communities Makes observations of animals Talks about changes they have observed in animals Shows care and concern for living things Knows information can be retrieved from a computer Selects and uses technology for a purpose—photos	Knows about things that make them unique Talks about past events in lives of own family members Explore and talk about why things change Selects and use technology for a purpose—to find out Information
Expressive Arts and Design: Being imaginative/ Exploring Media and Materials	Baseline Making music Perform simple songs. Engages in imaginative role-play Exploring colour through paint, pastels and pens Uses colour for a purpose Explores different textures—transient art	Perform simple songs, chants and rhymes Manipulates materials to achieve a planned effect—firework pictures Play alongside children engaged in the same theme - Nativity performance	Combines different materials to create a planned effect Construct with a purpose in mind - Chinese lanterns Manipulates materials to achieve a planned effect—house for the three pigs Creates simple representations Introduce a story or narrative into their play—Three little pigs	Explores and creates texture—fruit/vegetable printing Manipulates materials to achieve a planned effect—Make a beanstalk Play alongside children engaged in the same theme— Jack and the Beanstalk role play	Experiment to create different textures — clay minibeasts Use tools for a purpose Manipulates materials to achieve a planned effect—animal 3D art Play co-operatively as part of a group to act out a narrative	Represents and develop own ideas through art, design and technology, music, dance, role play and stories— Sea creatures/ Rainbow fish stones Talk about own designs and features of own work and others
Music:	Children will spend time listening to and taking part in music that for the time doesn't involve singing. They will experiment with the sounds of various Percussion instruments and begin to play them with some control, following instructions. They will respond with movements to music.	Children will prepare music for a Nativity Performance if possible or experience music with a Nativity theme taking part in ways that don't include singing.	Children will start to recognise how sounds can be changed. They will also recognise repeated sounds and sound patterns and match movements to music. They will continue to listen to and if possible take part in a variety of songs and experience a range of music in different genres.	Children will express ideas, thoughts and feelings through a variety of songs and the playing of musical instruments. They will make comparisons and links between different pieces and explore the use of Tempo	Children will explore the expressive use of Dynamics and Pitch and further work on Tempo.	Children will develop their General Musicianship skills, including percussion instrument, playing and listen and respond to, a wide variety of music.
Themes : Subject to change according to children's interests	All About Me Our Wonderful World	Time to Rhyme Christmas Winter Wonderland	Chinese New Year Pancake Day People Who Help Us Superheroes	Easter Growing and New Life Life Cycles Buzz Around the World	Farm animals Minibeasts	Under the Sea Transition Summer Holidays
Events:	Harvest Visit Church	Fireworks 5 th Nov Remembrance Day 11th Nov Diwali 14 th Nov Nursery Rhyme Week 16-20th Nov Christmas	Chinese New Year 12th Feb Chinese food tasting Shrove Tuesday - 16th Feb	Visit Kinson library World Book Day—4th March Mother's Day—14th March Easter - 4 th April	Visit Farmer Palmers Father's Day—20th June	Sports Day