

Bloxham CE Primary Half Termly Overview Term 1 2024/25



Be . Build . Become

Year Group FS	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
English (incorporating PSED and CL intentions)	<p>To begin to show accuracy when drawing.</p> <p>To draw or paint a place from observation or imagination. To share creations and explain a process.</p> <p>To learn a story and use a story map.</p>	<p>To learn and use ambitious vocabulary</p> <p>To draw with increasing accuracy</p> <p>To create and draw a character</p> <p>To create and draw a setting</p>	<p>To sequence a story using drawing and labelling.</p> <p>To listen and respond.</p> <p>To talk about what I am good at and what I want to get better at.</p>	<p>To talk about stories and make connections with events in their own lives.</p>	<p>To learn a Traditional tale.</p> <p>To sequence a familiar story.</p> <p>To story map using drawings and labels.</p> <p>To apply my phonic knowledge.</p>	<p>To learn a Traditional tale, joining in with familiar story language.</p> <p>To describe the characters, settings and events in stories that have been read to them using recently introduced language.</p> <p>To anticipate key events that might happen in a story where appropriate.</p>	<p>To learn new story language.</p> <p>To story tell using key story language.</p> <p>To innovate characters, setting and events in a familiar story.</p>	<p>To talk about the pictures in storybooks and use them to discuss how characters might be feeling.</p> <p>To identify rhyme in words.</p>
Maths	<p>To count to 3.</p> <p>To use 1:1 correspondence to count to 3.</p> <p>To represent numbers to 3.</p>	<p>To count to 4.</p> <p>To use 1:1 correspondence to count to 4.</p> <p>To represent numbers to 4.</p>	<p>To count to 5.</p> <p>To use 1:1 correspondence to count to 5.</p> <p>To use a five frame to count to 5.</p> <p>To represent numbers to 5.</p>	<p>To notice inequalities in groups.</p> <p>To compare groups using more and fewer.</p> <p>To identify more and fewer.</p>	<p>To compare groups.</p> <p>To compare groups by matching or subitizing.</p> <p>To represent groups to compare.</p>	<p>To explore the properties of everyday shapes.</p> <p>To describe 3D shapes using their common properties.</p> <p>To explore, describe and compare</p>	<p>To explore properties of everyday shapes.</p> <p>To name 2D shapes.</p> <p>To describe 2D shapes using their</p>	<p>To represent quantities on our fingers in different ways.</p> <p>To identify subgroups of 1 2 and 3.</p> <p>To count to five and to</p>

	To count to 3 using abstraction.		To use simple positional language to describe where things are in relation to each other and give directions.	To understand quantities can be equal.		properties of 3D shapes. To notice similarities and differences between 3D shapes.	common properties. To explore, describe and compare properties of 2D shapes. To notice similarities and differences between 2D shapes.	say how many.
Physical Dev	To demonstrate balance.	To make independent choices.	To negotiate space safely with consideration for myself and others.	To follow instructions involving several ideas or actions.	To play cooperatively and turn take with others.	To use movement skills with developing balance and coordination.	To revisit learnt skills and refine.	
Understanding the World & Expressive Arts and Design	To explore maps. To create a map of a familiar area.	To draw with intent.	To make and use a simple map. To observe and describe living things and their habitats in our environment.	To take photographs, draw simple maps and collect simple data during fieldwork activities. To use google earth to locate local landmarks and places of familiarity.	To learn about seasonal changes. To learn about Harvest festival around the world. To use a range of media to create artwork.	To describe how the weather, plants and animals of one place is different to another using simple geographical terms. To use mixed media to construct with purpose (3D robots)	To develop cutting skills. To use shape to create artwork.	To join in with whole school community events (harvest festival). To use natural resources to create a whole class piece of artwork.

