EYFS Long Term Plan

Cycle A

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	I Wonder Who I am?	I Wonder What to	I wonder Why Ice	I Wonder What's in	I Wonder are they	I Wonder Where we
		Celebrate?	Melts?	the Garden	Real?	Will Go?

Cycle B

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Theme	I Wonder what makes	I Wonder if I can be in	l wonder Why it	I Wonder Who Lives	I Wonder Who Lives	I Wonder What
	me super?	a Story?	Snows?	There?	on the Farm	Adventures I can
						have?

These specific taught curriculums will be repeated each year-

PSE - Jigsaw	BM (Being Me in My World) 'Who am I and how do I fit?'	CD (Celebrating Difference) Respect for similarity and difference. Anti- bullying and being unique	DG (Dreams and Goals) Aspirations, how to achieve goals and understanding the emotions that go with this	HM (Healthy Me) Being and keeping safe and healthy	RL (Relationships) Building positive, healthy relationships	CM (Changing Me) Coping positively with change
Physical Development	Gymnastics – Jumping Jacks	Dance – dance 'til you drop	Games – Best of balls	Gymnastics – gym in the jungle	Dance - dinosaurs	Games – the Olympics
White Rose Maths	Getting to Know You Just Like Me	Just Like Me It's Me 1,2,3	Alive in 5 Growing 6,7,8	Growing 6,7,8 Building 9 and 10	To 20 and Beyond	First, Then and Now Find My Pattern
Religious Education (Discovery RE)	Theme: Special People Key Question: What makes people special? Religions: Christianity, Judaism	Theme: Christmas Key Question: What is Christmas? Christian concept: Incarnation Religion: Christianity	Theme: Celebrations Key Question: How do people celebrate? Religions: Hinduism	Theme: Easter Key Question: What is Easter? Religion: Christianity Christian concept: Salvation	Theme: Story Time Key Question: What can we learn from stories? Religions: Christianity, Islam, Hinduism, Sikhism	Theme: Special Places Key Question: What makes places special? Religions: Christianity, Islam, Judaism
Music (Charanga)	Me!	My Stories	Everyone	Our World	Big Bear Funk	Reflect, Rewind, Replay