



Whitgreave Primary Early Years Curriculum Map - Time for Twos



Autumn 1 All About Me	Personal, Social, Emotional Development	Communication and Language	Physical Development	Literacy	Mathematics	Understanding the World	Expressive Arts and Design
Enquiry Question	Who Am I?						
Wow Experience(s)	Sharing photos of me and family with my peers. Someone from my family sharing a story with me and peers.						
Possible Learning Opportunities	Who lives in my house? Differences and similarities World First Aid Day Feelings Rules and routines Handwashing	Action rhymes and games like Peepo Adults point to items and name them i.e. 'cup' Listening walks Mirrors - what can I see? Firework sounds Ring games Talking about my family Talkboost/Wellcomm	Provide for vigorous physical play Dressing skills Dough Disco/Write Dance Making faces using tweezers to move objects Welly Wednesday What can our bodies do (jump/run)?	Share picture books every day Drawing people Explore story puppets	Order children by height Sort children by hair colour/size Action and number songs Shapes on faces	Who is in my family/house? Autumn My favourite things from home X-rays Mirrors	Self portraits Handprint art Rangoli/Mendhi patterns Handprint art Building houses
Key Texts	Little Red Riding Hood (Focus). Pip and Posy, Meg and Mog, Elmer, Not Now Bernard, Can't You Sleep Little Bear?						
Role Play (Opportunities for Mark Making and Reading)	Home corner, including lots of 'real life' items including magazines, menus, clothes, blankets etc. NB - Provide a role-play area resourced with materials reflecting children's family lives and communities. Consider including resources reflecting lives that are unfamiliar, to broaden children's knowledge and reflect an inclusive ethos.						
Home Learning	Create a family portrait in a medium of your choosing i.e. paint, collage, drawing. Share a story with an adult every day. Weekly Scavenger Hunts.						



Whitgreave Primary Early Years Curriculum Map - Time for Twos



Autumn 2 Let's Celebrate	Personal, Social, Emotional Development	Communication and Language	Physical Development	Literacy	Mathematics	Understanding the World	Expressive Arts and Design
Enquiry Question	What makes a celebration fun?						
Wow Experience(s)	A Party to start the unit. An EYFS Christmas Production. A Visit from Santa.						
Possible Learning Opportunities	Who would you invite? Remembering friend's names Children in Need Taking turns (pass the parcel)	Party games Games that involve guessing which object makes a particular sound Christmas wish list Singing Christmas songs Party list - what do we need? Talkboost/Wellcomm	Provide for vigorous physical play Wrapping/unwrapping gifts Fireworks gross motor pictures Pumpkin carving Dough Disco/Write Dance Decorating the tree Welly Wednesday	Share picture books every day World Nursery Rhyme Week Puppet stories	Making party food Filling and emptying boxes and containers Who's got more cards, presents cakes etc. Colour matching Big and little (presents) Shapes - fireworks	Diwali Sharing photos from parties attended Autumn Halloween Nativity IWB - fireworks	Dancing and singing to party music Making party decorations Explorations of instruments Cake making Making Christmas Cards
Key Texts	Goldilocks and the Three Bears (Focus). Jack and the Beanstalk, Mr Wolf's Pancakes, All Join In, How to Catch a Star, Wriggle and Roar, The Nativity Story.						
Role Play (Opportunities for Mark Making and Reading)	Home corner, including lots of 'real life' items including magazines, menus, clothes, blankets etc. <b>Christmas decoration focus.</b> NB - Provide a role-play area resourced with materials reflecting children's family lives and communities. Consider including resources reflecting lives that are unfamiliar, to broaden children's knowledge and reflect an inclusive ethos.						
Home Learning	Design and decorate your very own Christmas Tree. Get creative - what could you use as baubles/tinsel? Share a story with an adult every day. Weekly Scavenger Hunts.						



Whitgreave Primary Early Years Curriculum Map - Time for Twos



Spring 1 Help!	Personal, Social, Emotional Development	Communication and Language	Physical Development	Literacy	Mathematics	Understanding the World	Expressive Arts and Design
Enquiry Question	How do the people around me help me?						
Wow Experience(s)	Dress up day - dress as someone who helps me. A visit from GP/dentist/fire/police.						
Possible Learning Opportunities	Road safety Random Acts of Kindness Week Who helps me? Helping at school	Name and label occupations Songs Role play Talkboost/Wellcomm	Provide for vigorous physical play Dough Disco/Write Dance Welly Wednesday Traffic light game Large pictures - fires	Share picture books every day Puppet work	Shape vehicles Cooking Blocks to make vehicles Positional language	Winter How can I keep warm? Spring	Making vehicles (ambulance) Valentine's Day Diya lamps Moving our bodies to music Dough faces Small world Traffic lights
Key Texts	Ready Steady Rescue (Focus). The Gingerbread Man, Hansel and Gretel, Mr Biff the Boxer, Suddenly!, Peace at Last.						
Role Play (Opportunities for Mark Making and Reading)	Doctor's/Dentist Surgery or Police Station. Lots of opportunities for outfits to represent different roles, alongside key items as props i.e. stethoscope, crossing patrol stick.						
Home Learning	Create a picture of your favourite hero i.e. dentist, doctor and tell an adult why they are important. Share a story with an adult every day. Weekly Scavenger Hunts.						



## Whitgreave Primary Early Years Curriculum Map - Time for Twos



<b>Spring 2 Water</b>	<b>Personal, Social, Emotional Development</b>	<b>Communication and Language</b>	<b>Physical Development</b>	<b>Literacy</b>	<b>Mathematics</b>	<b>Understanding the World</b>	<b>Expressive Arts and Design</b>
<b>Enquiry Question</b>	What does water do? (splash/pour/drip)						
<b>Wow Experience(s)</b>	'Water day' on the big playground (bowls/containers/jugs/hose pipe/paddling pool)						
<b>Possible Learning Opportunities</b>	Safety Keeping clean Washing the dolls	Sensory experiences Water words Bear Hunt - re-enact Talkboost/Wellcomm	Provide for vigorous physical play Dough Disco/Write Dance Pouring water Animal movements - sideways like a crab Welly Wednesday Movements inked to water (drip in a storm)	Share picture books every day World Book Day World Poetry Day Puppets	World Maths Day Capacity Exploring seashells Animal sorting (water/land) Heavy/light Positional language Sequencing my routine Filling and emptying	Investigate ice Animals in water World Water Day Easter Spring Mother's Day Pond creatures	Painting and printing - pond life Coloured water play Mouldable sand Jelly play Bubbles Boats Teapots ad cups Instruments
<b>Key Texts</b>	We're Going on a Bear Hunt (Focus). Commotion in the Ocean, Duck in the Truck, Sharing a Shell.						
<b>Role Play</b>	'Wash station.' Changing the items added to water each week i.e. cleaning the teeth, washing babies, scrubbing the pets.						
<b>Home Learning</b>	Create a water scene of a pond/lake/ocean. What mediums can you use - wax crayon, watercolour etc. Share a story with an adult every day. Weekly Scavenger Hunts.						



## Whitgreave Primary Early Years Curriculum Map - Time for Twos



<b>Summer 1 Animals at Home</b>	<b>Personal, Social, Emotional Development</b>	<b>Communication and Language</b>	<b>Physical Development</b>	<b>Literacy</b>	<b>Mathematics</b>	<b>Understanding the World</b>	<b>Expressive Arts and Design</b>
<b>Enquiry Question</b>	How do you look after pets?						
<b>Wow Experience(s)</b>	A visit from 'The Farm on Wheels'. Living Chicks.						
<b>Possible Learning Opportunities</b>	Compare pets - similarities/differences Visit the pet shop - what do we need to care for a pet? Looking after my pet	Match the pet to the sound Pets Talkboost/Wellcomm	Provide for vigorous physical play Dough Disco/Write Dance Pet grooming Moving like different animals Welly Wednesday Walk to School Week	Share picture books every day Puppets	Sort pet and zoo animals Patterns on animal skin Colours Counting	Matching animals to their babies/homes Small world play	Explore textures/prints - sensory Make animal homes - kennels
<b>Key Texts</b>	The Three Billy Goats Gruff (Focus). Dear Zoo, Dogger, A Busy Day for Birds, Brown Bear Brown Bear What Do You See?, Fox's Socks, Dinosaur Roar, Hairy McClary						
<b>Role Play (Opportunities for Mark Making and Reading)</b>	Vetinary Surgery. Include a range of animals and means to care for them i.e. lead, basket and bowls.						
<b>Home Learning</b>	Create a picture of your favourite animal. What mediums can you use - cotton wool, wool, collage? Share a story with an adult every day. Weekly Scavenger Hunts.						



Whitgreave Primary Early Years Curriculum Map - Time for Twos



Summer 2 Where I Live	Personal, Social, Emotional Development	Communication and Language	Physical Development	Literacy	Mathematics	Understanding the World	Expressive Arts and Design
Enquiry Question	Where do I live?						
Wow Experience(s)	A teddy bears picnic on the school field. A walk to the park.						
Possible Learning Opportunities	Who looks after me? Emotions	Opportunities to listen to the sounds of the local area, the home and the natural world Where we go with our family Talkboost/Wellcomm	Provide for vigorous physical play Sports day Wimbledon Dough Disco/Write Dance Welly Wednesday	Share picture books every day Draw a house Puppets	Inset puzzles Counting Building houses - big/small	Who lives with me? Summer Father's Day Planting Weather	Vegetable printing Junk modelling - houses World Music Day Big art - outdoors
Key Texts	The Three Little Pigs (Focus). Gingerbread Man, Goldilocks and The Three Bears, We're Going on a Bear Hunt, Little Red Hen, The Enormous Turnip.						
Role Play (Opportunities for Mark Making and Reading)	Role play area, linking to Three Little Pigs, consisting of 'bricks,' straw and sticks.						
Home Learning	Create a picture of your own house and who lives inside. Tell an adult about your family. Could you draw some of your favourite places to visit too? Share a story with an adult every day. Weekly Scavenger Hunts.						