Pathway 2 Curriculum Map

Term	Cycle	ટ 1	Cycle 2		Cycle 3		Cycle 4	
	My Friends & Me	Dream Land of Disney	Once upon a Time	Mythical Creatures	Up, Up and Away!	Frozen	My Favourite Characters	Superhereos & Villians
AUTUMN	Communication & Interspeaking- enjoys using sounds. Cognition & Learning- Problem Solving Skills building. Suggested Narrative-Giant in Town, Lost & stories dependent on link. Reading- listen to storpictures. Writing- making mark Maths- number, length The world around us and the Passing of timpictures of themselve members in the past Mental health & wellb me- engages with other and what makes a friest Sensory & Physical - Pheing- body awareness different textures. Creative - Dance- body Outdoor learning - treexploring outdoor enverse Undressing- choosing characters and dressing Shopping. Play- to be planned for the sounds of the planned for the sounds of the planned for the sounds of the planned for the plann	g meaningful Thinking & s- memory The Smallest Found/ Disney specific Disney ries, pointing to s, form letters. h/ height Change, History ne - Recognises es/ family peing - Knowing ers, know who end. Physical well- s- explores dy actions. ansitioning, vironment. sing & Disney ing as them.	Communication & Interact Attention & Listening- de appropriate listening beha Cognition & Learning - The Solving Skills- developing routines. Suggested Narrative- Lit Goldilocks and the Three Beanstalk, Hansel and Gre Mermaid, Where the Wild Reading- respond to famil Writing- use captions link stories/ creatures. Maths- number, size. The world around us - Soc common sounds in the sch environment Mental health & wellbeing healthy lifestyles - developing food routines routines. Sensory & Physical - Fine- explore objects from se reaching, grasping, releas Creative - Music- explore shaking, stoking, rocking a Outdoor learning - develo the outdoor environment. Independence - Personal I Making drinks. Play- to be planned for be needs.	emonstrating aviours. inking & Problem understanding of the Red Riding Hood, Bears, Jack and the etel/ The Little d Things Are. liar rhymes and stories. Red to pictures/ unds - Can identify nool and outside g - Healthy eating and s, anticipating food -motor skills ensory stories - locating, sing. e materials - banging, etc. uping imagination within hygiene.	Communication & Interest Attention & Listening- understanding of simp Cognition & Learning - Solving Skills- awarent around them. Suggested Narrative- to Catch a Star, What the Moon/ Frozen, On Elmer in the Snow. Reading- Answering que words linked to storie Writing- use and introllanguage. Maths- number, size. The world around usenvironment - Demonst understanding of shop in a role play environment supermarket Mental health & wellber relationships- acception interaction. Sensory & Physical - Generative Mental health & wellber relationships- acception interaction. Sensory & Physical - Generative - Art- digital interactive whiteboard Outdoor learning - expectation of the planned for the planne	- demonstrates ble words. Thinking & Problem ess of the world Laura's Star, How tever Next, Zoom to be Snowy Night, Luestions- 1/ key es. Doduce descriptive Our local strates being when practised bent or at the local eing- Forming and initiating Gross motor skills- bjects- dark tent, b-ordination, ball I media- using d. perience seasonal nal hygiene.	Communication & I Speaking- key work Cognition & Learning Problem Solving Sh looking at favourit Suggested Narrat books, In the Nigh Teletubby books, F Supertato, Ten Lit Reading- matching words- linking to f characters / super Writing- copy mar superhero logos. Maths- numbers, c The world around a discuss what 'rubb Mental health & wo me- finding & shar Sensory & Physical being- body aware different ways like superheroes do. Creative - Dance- themes. Outdoor learning - independence outd Independence - Go Shopping. Play- to be planned individual child nee	d focus. ng - Thinking & kills- choosing and e things. ive- Peppa Pig at Garden books, Paw Patrol books/ tele Superheroes. pictures, symbols, avourite theroes. ks/ shapes e.g. data. us - Be able to ish' is ellbeing- Knowing ing likes/ dislikes. I - Physical well- ness- move in e the characters/ simple rhymes, TV Building loors bing to the toilet. If for based on

child needs.

individual child needs.

Term	Cycle 1		Cycle 2		Cycle 3		Cycle 4	
	On the Farm	Forest & Woodland	Down in the Jungle	Food we Like	Going to the Zoo	Hi Ho, Hi Ho it's off to work we go!	Sea Animals	My Favourite Stories!
SPRING	Communication & Inter Listening- demonstrat responding to a range Cognition & Learning - Solving Skills- getting items. Suggested Narrative (Red Hen, Noisy Farm, Farmyard Jamberoo- B Gurffalo, The Gruffalo Going on a Bear Hunt. Reading- Recalling fam in stories. Writing- describes/ la Maths- number, shape The world around us - the passing of time - C recent events - this m Mental health & wellbe likes/ dislikes of textor friendships. Sensory & Physical - F development- using sm animals to find them, Creative - Art- Sculpt materials. Outdoor learning - car fire. Independence - Person Cooking skills. Play- to be planned for child needs.	es understanding by of functions. Thinking & Problem and putting away On the Farm, Little (Driving my Tractor, parefoot books)/ The b's Child, Owl Babies, miliar rhymes/ phrases abel marks they make. Change, History and Can comment on orning, last night leing - Knowing metures likes/ dislikes of ine-motor wall-world farm ure- manipulating ming for animals, open and hygiene.	Communication & Interact adjectives. Cognition & Learning - Thinking & Problem Solvir logos linked to shops/ for Suggested Narrative- Run Giraffe's can't Dance, Jun Puzzle, Walking through the Boogie, (barefoot books)/ to Tea, Oliver's vegetable Oliver's Fruit Salad, Hance Eggs and Ham. Reading- recognising logo products. Writing- makes meaning food, left/write, animal phaths- number, weight. The world around us - For we can and cannot eat Mental health & wellbeing healthy lifestyles- trying different textures. Sensory & Physical - Grost different ways like the julike a snake, stomp like argumping and landing. Creative - Dance- links move whole bodies. Outdoor learning - planting vegetables to grow. Independence - Going to Making cold food. Play- to be planned for boneeds.	ng Skills- recognising od products. mble in the Jungle, ngle book, Monkey the Jungle Animal / The Tiger Who Came es, Little Red Hen, da's Surprise. Green s linked to shops/ food ul marks e.g. animals, atterns. od - Recognises what g - Healthy eating and and exploring food / es motor skills- move in ungle animals- slither in elephant. Balance, ovements together, ing potatoes, and other the toilet.	Communication & Ir Speaking- conversa Cognition & Learning Problem Solving Skilearned responses/ Suggested Narrative 123 to the Zoo/ the Seven Dwarfs. Reading— recognisis shops/ food product Writing- makes meanimals, food, left/ Maths- number, mo The world around us about me - Animals familiar animals Mental health & we me- self-image and Sensory & Physical being- body awaren Creative - Art- dramaking, colour. Outdoor learning - Independence - Dreundressing. Travel Training. Play- to be planned individual child need.	tional skills. g - Thinking & ills- remembering routines. ve- Dear Zoo, Snow White and ing logos linked to its. aningful marks e.g. write. ney. s - The world Can identify Ilbeing - Knowing self-awareness Physical well- less. wing- marking- using tools safely. essing & for based on	Communication & I Attention & Listen simple verbs/ actic Cognition & Learnin Problem Solving Sh things are differen Suggested Narrati Commotion in the C and the Whale, Sm Bucket/ Selection children have prev interest in. Reading- shows an Writing- awarenes letters in words. Maths- number, ca The world around a Explore water base Mental health & we health and well-be different characte traditional tales. Sensory & Physical skills- finding sea a characters in conte Creative - Art- tex and experiences. Outdoor learning - story telling, nurse songs. Independence - Pe Cooking skills. Play- to be planned	ing- understanding on words. Ing - Thinking & kills- recognises ant. Ing - Rainbow Fish, Ocean, The Snail Isley Shark, Billy's of stories the fously showed and interest in stories. Is of sequence of pacity. Is - Water - ed play ellbeing - Mental ang- emotions of ers within the - Fine-motor creatures/ ainers/ water. It it it is a stories and in the exploration, ary rhymes, and in the exploration, ary rhymes, and in the exploration. If or based on

individual child needs

Terr	Cycle 1		Cycle 2		Cycle 3		Cycle 4	
	Transport	Knights & Castles	How does your Garden Grow?	Life cycles	The Seaside!	Lets Travel	There be Pirates!	Monsters!
SUMMER	Communication & Inter Listening- understanding functions. Cognition & Learning - Thinking & Problem Sol favoured items, get ite Suggested Narrative- from Grandpa's House, By, Up Up Up (barefoo) Outings, The Train Rid Princess Knight, The Bi Reading- select picture linked to vehicles/ cast Writing- describe picture nouns- select/ order sy sentence e.g. big car, be Maths- number, direct The world around us - I Show a push and a pull movement Mental health & wellbe image & self-esteem. Sensory & Physical - Gr Development- operating ordination, footwork. Creative - Art- tonal ex marks with different in Outdoor learning - Buil knights! Independence - Eating Making Cold Food. Play- to be planned for child needs.	ving Skills- get ms I want/need. The Journey Home We all Go Travelling t books), Mr Grumpy's e/ In the Castle, The ravest Knight. es, symbols, words rles, key words. ure, verbs, adjectives, ymbols in simple ig red car etc. ion. Forces and magnets - action causes a ing - Knowing me- self- ross Motor g vehicles. Co- xploration, making- tems e.g. transport. d shelters just like the & drinking.	potential solutions to Suggested Narrative How does your Garde Caterpillar. Reading- sequencing stories. Writing- label pictur pictures, symbols, wo plant, parts of a life Maths- number, patt	for help. Solving Skills- applies of problems. The Tiny Seed, an Grow/ The Hungry events in familiar es by matching ords, e.g. parts of a cycle ferns. The world about us or plants grow in the sering of a cycle for peers. Fine motor skills-ing/ grasping of ge- exploring lanting seeds, es of plants/ ang & drinking. or based on	Communication & Internation & Listening of simple attributes Cognition & Learning Thinking & Problem & recognition of a probaggested Narrative Shell, Little Kipper's and Tom at the Seas Poems. Reading- Identifies book. Writing- copies letter words. Maths- number, shap The world around us To know where to fin places in school Mental health & well relationships- respons the activities of oth Sensory & Physical - being- travel in different paces., sen Agility. Creative- music- repactions e.g. wheels of Outdoor learning - ewater, and unfamilia Independence - Dres Undressing. Travel Training. Play- to be planned findividual child need	g- understanding Solving Skills- blem. Sharing a Sandcastle, Lucy side, Seaside pictures in a ers, shapes, Pe. Our School - Ind some familiar Seing - Forming Inds differently to ers. Physical well- erent ways and at asory circuit. Peat and copy In the bus. In xplore sand, and In materials. It is sing & For based on	Communication & In Speaking- communication & Learning Thinking & Problem recognise when thin and provide solution Suggested Narrativ Pirates Love Underp Pirates / Monster's Monster, Monster's Reading- selecting was from stories. Writing- writing narthings. Maths- number, mean things. Maths- number, mean things. Maths- number, mean things. Mental health & well health and well—being emotions. Sensory & Physical skills- build a pirate plank! Balance- state counter. Creative - Dance- redifferent stimuli- liguation of the plank of the pl	sating choices 3 - Solving Skills- gs aren't working, is. e- Narrative- pants, Ten Little Inc, The Colour Love Underpants. words, pictures me, and meaningful asure. 3 - The Seasons - for different Ibeing - Mental ing- feelings, - Gross motor iship, walk the tic, dynamic, espond to ght/ dark etc. whittle sticks to rickman pirates, ing & drinking. for based on