

WYRE FOREST SCHOOL CURRICULUM MAP Yearly plan for Pathway 1 Cycle 3 (of 4)

Wild Things Are, Finn's Foggy Adventure.

2024-25 Yew, Holly, Elm & Beech

Communication and Interaction	Cognition and Learning	Physical and Sensory	N TERM 1: Songs and Rhymosocial, Emotional and Mental
			Health
Auditory behaviours New activities/ explore	Literacy- Reading Maths- Counting /Cardinality	Pilates Fine motor skills- grasp	Play- exploratory, functional,
Listening behaviours	iviatiis- Counting / Carumanty	Fine motor skins- grasp	relational/ structured
-rhymes and stories			Independence- going to the
Error in story			toilet
Suggested Narratives: Big Book of Pear Plum, Oi Frog, Pass the Jam J		Community Opportunities: Wond	derland in Telford.
, <u>G</u>	. ,	AUTUMN	I TERM 2: Colours / Christm
Communication and Interaction	Cognition and Learning	Physical and Sensory	Social, Emotional and Mental
Familiar events	Thinking and problem solving-	Athletics	Health
Visual behaviours/ observe	Problem scenarios	Fine motor skills- manipulation	Play- exploratory, functional,
results of my own actions	Literacy- Writing	Aquatic mobility- objects/	relational/ structured
Listening behaviours	Maths- Pattern	floating	MHWB- Feelings and emotions
-attributes			
Suggested Narratives: Monsters L		Community Opportunities: Visit	to see the colourful Christmas
Colours, The Day the Crayons Quit		lights.	
Dance, Elmer the Patchwork Eleph	nant.		
Communication and Interaction	Cognition and Learning	Physical and Sensory	PRING TERM 1: Under the S Social, Emotional and Mental
Events/ participation	Thinking and problem solving-	Pilates	Health
Vocal behaviours/ meaningful	Problem scenarios	Fine motor skills- reaching	Play- exploratory, functional,
sounds	Literacy- Narratives	The motor skins redening	relational/ imaginative
Listening behaviours	Maths- Comparison/ Number		MHWB- Relationships
-words	•		
Suggested Narratives: Commotion		Community Opportunities: Sealif	e Centre, Safari Park.
Finding Nemo, That's not my Narv	vhal, Rainbow Fish.		
			TERM 2: People Who Help N
Communication and Interaction	Cognition and Learning	Physical and Sensory	Social, Emotional and Mental
Familiar People	Literacy- Writing	Gymnastics	Health
Interactions/ imitate	Maths- Measure	Fine motor skills- manipulating	Play- exploratory, functional,
Listening behaviours		Aquatic mobility- submerging/ movement through the water	relational/ solitary, co-operative
-functions and meanings		movement through the water	Independence- Dressing and
Suggested Narratives: You can't C	all an Elophant in an Emorgonsy A	Community Opportunities: Visit t	Undressing
Suggested Narratives: You can't Call an Elephant in an Emergency, A Superhero like You, The Jolly Postman, Mog and the Vet, Real		Community Opportunities: Visit the Fire Station, Visit the Police Station, Visit the Vets/ arrange for people who help us to visit	
Superheroes	rian, wog and the vet, iteal	school.	. people into help us to tisit
		SUMMER TERM 1: Zoo Anim	
		-1 1 10	Cooled Freetienel and Mantal
Communication and Interaction	Cognition and Learning	Physical and Sensory	Social, Emotional and Mental
Familiar objects/ identifying	Thinking and problem solving-	Dance	Health
Familiar objects/ identifying pictures/ objects	Thinking and problem solving- Problem scenarios		Health Play- exploratory, functional,
Familiar objects/ identifying pictures/ objects	Thinking and problem solving- Problem scenarios Literacy- Reading	Dance	Health Play- exploratory, functional, relational/ solitary, co-operativ
Familiar objects/ identifying pictures/ objects	Thinking and problem solving- Problem scenarios	Dance	Health Play- exploratory, functional,
Communication and Interaction Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, N	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape	Dance	Health Play- exploratory, functional, relational/ solitary, co-operative MHWB- sense of self
Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, N	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape We're Going to the Zoo, That's not	Dance Fine motor skills- release	Health Play- exploratory, functional, relational/ solitary, co-operative MHWB- sense of self
Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, Vomy Giraffe, Zoo Animals. What's T	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape We're Going to the Zoo, That's not his? A Day at the Zoo.	Dance Fine motor skills- release Community Opportunities: Dudle	Health Play- exploratory, functional, relational/ solitary, co-operativ MHWB- sense of self ey Zoo, Safari Park. MMER TERM 2: An adventure
Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, Vomy Giraffe, Zoo Animals. What's T	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape We're Going to the Zoo, That's not	Dance Fine motor skills- release Community Opportunities: Dudle	Health Play- exploratory, functional, relational/ solitary, co-operativ MHWB- sense of self ey Zoo, Safari Park. MMER TERM 2: An adventu Social, Emotional and Mental
Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, Warratives De	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape We're Going to the Zoo, That's not his? A Day at the Zoo.	Dance Fine motor skills- release Community Opportunities: Dudle SU Physical and Sensory Games	Health Play- exploratory, functional, relational/ solitary, co-operativ MHWB- sense of self ey Zoo, Safari Park. MMER TERM 2: An adventu Social, Emotional and Mental Health
Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, Marratives: Dear Zoo, Marrative	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape We're Going to the Zoo, That's not his? A Day at the Zoo. Cognition and Learning	Dance Fine motor skills- release Community Opportunities: Dudle SU Physical and Sensory Games Fine motor skills- grasp	Health Play- exploratory, functional, relational/ solitary, co-operativ MHWB- sense of self ey Zoo, Safari Park. MMER TERM 2: An adventum Social, Emotional and Mental Health Play- exploratory, functional,
Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, Volume Giraffe, Zoo Animals. What's Tour Communication and Interaction Physical behaviours/ observe results of my actions Listening behaviours	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape We're Going to the Zoo, That's not his? A Day at the Zoo. Cognition and Learning Literacy- Narratives	Dance Fine motor skills- release Community Opportunities: Dudle SU Physical and Sensory Games Fine motor skills- grasp Aquatic mobility- activities/	Health Play- exploratory, functional, relational/ solitary, co-operativ MHWB- sense of self ey Zoo, Safari Park. MMER TERM 2: An adventu Social, Emotional and Mental Health Play- exploratory, functional, relational/ imaginative
Familiar objects/ identifying pictures/ objects Intentional/ choice Suggested Narratives: Dear Zoo, Volume Giraffe, Zoo Animals. What's Too Too Too Too Too Too Too Too Too To	Thinking and problem solving- Problem scenarios Literacy- Reading Maths- Shape We're Going to the Zoo, That's not his? A Day at the Zoo. Cognition and Learning Literacy- Narratives	Dance Fine motor skills- release Community Opportunities: Dudle SU Physical and Sensory Games Fine motor skills- grasp	Health Play- exploratory, functional, relational/ solitary, co-operative MHWB- sense of self ey Zoo, Safari Park. MMER TERM 2: An adventual Social, Emotional and Mental Health Play- exploratory, functional,