

Week	Topic	Curriculum aspects	Key Questions (Website)	Core Story	Nouns	Verbs	Concepts	Role Play (Indoors/outdoors)
Aut 1 Wk 1, 2, 3	All about me	PC-Talk about past and present events  PC-Similarities and differences among families and traditions.	<i>Who lives in your home?</i> <i>Are all families special?</i> <i>How do other people live?</i>	<b>F1: Goldilocks and the three Bears</b> <b>ORAL STORY</b>  <b>Stay and Play</b> Song Story Puppets on sticks for retelling the story	father, mother, boy, he, him, girl, she, her, dog, cat, parrot, budgie, rabbit, hamster, guinea pig, fish, baby, pet, bricks, sticks, straw, chimney, cottage, bungalow, flat, past, present, today, yesterday, tomorrow, family, brother, sister,	Cooking, sleeping, baking, eating, washing, wearing, drying, hanging.	Upstairs downstairs inside outside	F1-Home corner/Goldilocks F2-Doctors
		<b>F2: The Tiger who Came to Tea</b> <b>ORAL STORY</b>  <b>Stay and Play</b> Song Story Puppets on sticks for retelling the story		Police Station				
Aut 1 Wk 4 & 5	Be the Best You Can Be	PC-Knows that other children don't always enjoy the same things.  Characteristics of effective learning (Mr Men)	<i>Do we all like the same things?</i> <i>How can I be a good learner?</i> <i>What is a good friend?</i>	<b>F1: 3 little pigs</b>	Kindness, helpful, confidence, effort, job, dream, unique, same, similar, different, likes/dislikes, ambition, enjoy, proud, explorer, brave, concentrate, ideas, curious, <i>see Trish behavior policy</i>	Exploring Concentrating Learning Feelings	Friendly Unkind Instruction Rule	F1-Home corner/Goldilocks F2-Doctors
		<b>F2: Giraffes Can't Dance</b>		Police Station				
	Autumn	T-use technology for different purposes (i-movie)  UTW- changes	<i>What is a season?</i> <i>How do we know it is autumn?</i>	<b>F1: We're going on a Bear Hunt</b> <b>ORAL STORY</b>  <b>Stay and Play</b>	Mud, leaves, crispy, blustery, autumnal, crunchy, gusty, rustling, conker, acorn, pumpkin	Walking, running, swooping, flying,	Changing season	Police Station



Spr 1 Wk 1, 2, 3, 4	Winter	UTW- changes (ice)	<i>How do we know it is winter?</i>	F1: One Winter's Night	Bare, cold, frosty, mittens, gloves, icy, dark, snowflake, sparkly, glistening, cosy, snugly, penguin, polar bear, seal, walrus, Arctic, Antarctic, husky, Inuit, moose, reindeer, icicle, igloo, sleigh	spiraling	Changing, season, freezing, melting.	
		UTW: children know about similarities and differences in relation to places	<i>How does ice melt?</i> <i>What animals live in the Arctic and Antarctic?</i>	F2: The Emperors Egg				
Spr 1  Wk 5 & 6	Transport	PC-Talk about past and present events	<i>What was transport like in history?</i>	F1: The Train Ride <b>ORAL STORY</b>	Car, aeroplane, truck, train, helicopter, bus, boat, anchor, ship, transport, bicycle, motorbike, yacht, lighthouse, tram, coach, hot air balloon, steam train, submarine, ferry, lorry, hang glider, compare, exercise	Chugging, cycling, gliding, sailing,	Old new modern further farthest closest closer	F1- Dentist F2- Supermarket shop
		SSM-Distance HSC-Exercise	<i>Why is it still important to walk and run?</i> <i>What journey could we go on?</i>	Stay and Play Song Story Train with split pins				F2: Duck in a Truck <b>ORAL STORY</b>
Spr 2  Wk 1, 2, 3,	Spring	UTW- changes	<i>What is a lifecycle?</i>	F1: Dora's Eggs	Hen, chicken, cockerel, egg, buds, nest, rainbow, hatch, frogspawn, tadpoles, frog, life-cycle, blossom, Box model, paint, mix, design, scissors, selotape, hole punch, join, glue, stick, plan, improve	Crying Hatching, chirping, ribbeting,	Happy Sad wet dry	F1- Dentist F2- supermarket shop
		EAD-Box modelling	<i>How do we know it is spring?</i> <i>Do animals have feelings?</i>	Stay and Play Song Story Shape patterned egg				F2: The Ugly Duckling <b>ORAL STORY</b>
				Stay and Play Song Story Life cycle of a chick				

Spr 2  Wk 4, 5, 6  Trip to Wigfield farm	Farms	EAD-Box modelling Paint mixing and choosing the right colour.	<i>Can a lion live on a farm?</i>  <i>Where does our food come from?</i>  <i>How do animals grow?</i>	F1: The Little Red Hen  <b>Stay and Play</b> Song Story Bread recipe	Sheep, cow, pig, chicken, horse, donkey, hen, cockerel, goat, barn, tractor, farmyard, corn, turkey, stable, pigsty, kid, lamb, calf, piglet, chick, foal, farmer, pond, lake, cow shed, pen, field, harvest	Sowing, harvesting	Big Little Enormous Tiny young old	F2- Cafe
				F2: Farmer Duck  <b>Stay and Play</b> Song Story Farm number card	Box model, paint, mix, design, scissors, seloptape, hole punch, join, glue, stick, plan, improve			Bus/Train station
Sum 1  Wk 1, 2, 3	Plants	T- Use technology for particular purposes (photos of experiment)  UTW-changes  HSC-Keeping healthy and healthy diet.	<i>How do plants grow?</i>  <i>Are tomatoes plants?</i>  <i>What food should we eat to keep healthy?</i>	F1: Jack and the Beanstalk <b>ORAL STORY</b>  <b>Stay and Play</b> Song Story Plant a bean	Man, woman, lady, boy, girl, turnip, seed, green beans, cabbage, lettuce, sunflower, height, width, measure, roots, leaf, petal, stalk, healthy/unhealthy, diet, treats, teeth, bones, skeleton, germs, clean, time lapse, investigate, fruit, vegetable, meat	Planting, watering, digging, pulling, growing	Growing shrinking.	F2- Bakery/cafe
				F2: The Enormous Turnip <b>ORAL STORY</b>  <b>Stay and Play</b> Song Story Plant a turnip				Bus/Train station
Sum 1  Wk 4,5 & 6	Insects	UTW-Living things  EAD-Painting	<i>What is a lifecycle?</i>  <i>How many insects can we find?</i>  <i>How do insects survive?</i>	F1: The Very Hungry Caterpillar <b>ORAL STORY</b>  F2: Monkey Puzzle <b>ORAL STORY</b>	Caterpillar, chrysalis, cocoon, life cycle, pupa, butterfly, ladybird, bee, preying-mantis, ant, beetle, snail, worm, spider, crane fly, woodlouse, slug, dragonfly, fly, microscope, Petra dish, habitat, creature, mix, colours, lighter, darker, pale, thicker, thinner, change	Crawling, wriggling, wiggle,	Under ground overground	F2- bakery/ cafe
								Car (bike) wash
Sum 2	Zoo Animals	UTW: children know about similarities and differences in relation to places (locality/jungle)	<i>Do all zoo animals live in the jungle?</i>  <i>How do animals move?</i>  <i>Are all animals vicious?</i>	F1: Walking Through the Jungle  <b>Stay and Play</b> Song Story Animal masks	Snake, elephant, monkey, tiger, lion, crocodile, zebra, hippopotamus, camel, giraffe, parrot, flamingo, palm trees, swamp, wallabies, ostrich,	jumping, leaping, swinging, stomping, slithering, prowling	Noisy Quiet Same similar different	

<p>Wk 1,2 &amp; 3</p> <p>Trip to YWP</p>					<p>meerkat, baboon, rhinoceros, habitat, mammal, jungle, plains, desert, woodland, town, weather, arctic, under the sea, compare</p>			
<p>Sum 2</p> <p>Wk 4, 5 &amp; 6</p>	<p>Summer</p>	<p>UTW- changes</p> <p>PC-Talk about past and present events</p>	<p><i>How do we know it is summer?</i></p> <p><i>What was the seaside like in history?</i></p>	<p>F1: Planting a Rainbow</p>	<p>Flowers, hot, sun, tent, holiday, seaside, suitcase, sun cream, sandcastle, shadow, camping, sunglasses, sun hat, shade, bright, dazzling, ocean, bay, caravan, journey, today, yesterday, tomorrow, last year, last week, last month</p>	<p>Resting, travelling,</p>	<p>Hot cold</p>	<p>Car wash</p>
				<p>F2: Elmer</p> <p><b>Stay and Play</b></p> <p>Song</p> <p>Story</p> <p>Elmer mask</p>				<p>F2- bakery/Cafe</p>