

Big Question Curriculum Map

Personal, social and emotional development:

Rule and routines
Working 1:1, pair, group, half and whole class
Friendliness and kindness
Taking turns and sharing
Jigsaw activities

Expressive arts and design:

Same but different
Diwali story
India
Story retelling
Pattern
Charanga Music – Term 2
Nativity Dance

Learning environment (immersion/outdoor):

Classroom, outside area and outdoor classroom
Teach modelled, teacher initiated, child initiated
Trim track, hills and park



Communication and Language:

Talking about experiences
Speaking to others
Displaying listening behaviour – looking at the speaker
Answering questions
Beginning to ask questions (why and how?)
Following directions / instructions
Take a simple message
Question why things happen
Speak with increasing clarity
Learn new words and vocabulary linked to topic
Use talk to tell heard or imagined stories

Year Group: Reception

Term: 2

Big Question: Where does the sunshine go?

Physical development:

Fine motor – pencil grip, peg, thread, colour, clay, playdough, clips
Trim track
PE
Dance and drama
Outside area

Maths:

Number recognition to 5 and then 10
Counting objects
Grouping them in lines for an accurate count
Telling number stories and moving objects to find the answers
Time – day and night
Pattern – scarves, socks and paper chains
Ordering numbers, matching to a number line
Numberblocks – and another one

Literacy development:

Home reading, practising phonics cards and words
Bug Club - allocated stories and games (home)
Phase 2 phonics – Phonics Play, Espresso, Bug Club (school)
Learning tricky and ORT words
Segmenting individual sounds and then blending sounds to build words
Making marks – clay, playdough, paper, paint, chalk, crayons and sand
Writing letters and words that they know

Understanding the world:

Diwali, India, Sari
Where does the sunshine go? Day and night
Space, rockets, planets, space travel
Nocturnal animals – naming them and finding out about habitats and food
Light sources or a reflection of light