

Curriculum Overview: Nursery: 22/23				
Subject	Term 1	Term 2	Term 3	
Communication and Language	To understand and follow instructions. To repeat words and short phrases.	To use more complex sentences to link thoughts (e.g. using and, because).	To b understand how and why questions.	
Literacy	To join in with familiar Nursery Rhymes. To recognise their name. To discriminate between different environmental sounds.	To distinguish between different initial letter sounds. To understand the concept of print.	To write letters from their name. To orally segment simple words.	
Expressive Art and Design	To use body percussion to create sounds. To explore a variety of one-handed tools, such as paint brushes and scissors.	To explore colour and how colours can be changed. To explore how sounds can be changed, through using and playing musical instruments.	To explore new ways of making representations of objects or things, including using a variety of different media, such as: clay, playdough, junk modelling.	
P.S.E.D	To use Makaton signing to communicate feelings. To develop positive relationships with their teachers and peers. To select and use activities and resources with help.	To show confidence in asking adults for help. To adapt behaviour to different events, social situations and changes in routine.	To share ideas with others and develop confidence through speaking in whole class discussions. Transitional visits to Reception class.	
Understanding the World	Marvellous Me! Festivals and Celebrations	Once Upon a Fire People Who Help Us/ Superheroes	Growing Our Wonderful World	

King's College The British School of Murcia Physical Development	To move rhythmically to music. To copy a sequence of movements to music. To develop fine motor skills to use a variety of mark making tools. To create lines and circles with a variety of mark making tools.	To explore and develop confidence in a range of movements, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.	To join in with ring games. To copy some letters, e.g. letters from their name.
Maths	To join in with number rhymes and songs. To show an understanding of prepositions, such as: on, in under, over, behind. To match numerals to quantity 1-5. To explore 2D shapes (circles and triangles).	To count by rote to 10. To explore the composition and representation of numbers 1-5. To recognise and make repeating patterns. To explore 2D shapes (squares and rectangles). To talk about the shapes of everyday objects, e.g. 'round' and 'tall'.	To match quantity to numerals from 1-10. To explore weight - heaviest and lightest. To explore capacity. To compare height and length.