

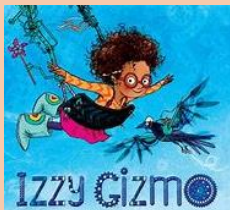
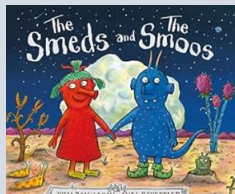
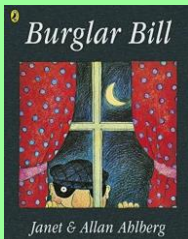
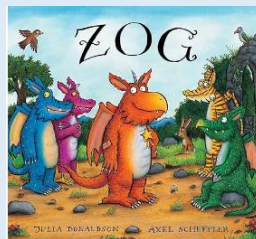
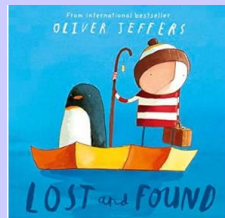
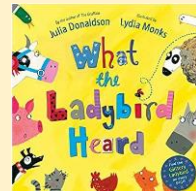
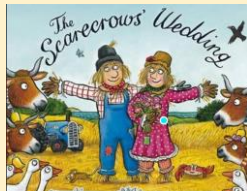
Withnell Fold Primary School

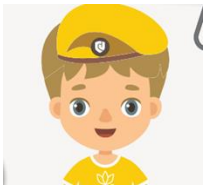
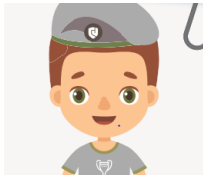
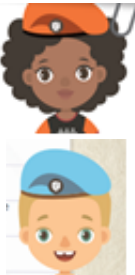
Curriculum Area Action Plan

CURRICULUM MAP 2025 - 2026



FOUNDATION STAGE

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	R Izzy Gizmo – Pip Jones  3 missions	E The Smeds and the Smoos – Julia Donaldson  3 missions	S Burglar Bill – Janet Ahlberg  3 missions	P Zog – Julia Donaldson 	E Lost and Found - Oliver Jeffers 	C T What the ladybird heard – Juila Donaldson The scarecrows wedding Julia Donaldson  

COJO RESPECT Character	 Romeo Resilience 3 Missions	 Eddie Empathy 3 Missions	 Sophie Self-Awareness 3 Missions	 Praveen Positivity 3 Missions	 Elliott Excellence 3 Missions	 Tanisha Teamwork 3 Missions Charlie Communication 3 Missions
Other curriculum ideas	Harvest Festival Autumn	Christmas Celebrations, Remembrance St Andrews Day Winter	Chinese New Year, New Year celebrations/resolutions	Easter Celebrations, St Patrick's Day, St David's Day Spring	St George's Day Summer	Moving On, Growing up, school transition
*Class Reader(s)	<i>The Dot</i> <i>The Penguin who lost his way</i> <i>Pete the cat goes walking</i> <i>The girl, the bear and the magic shoes</i>	<i>The smartest giant in town</i> <i>Elmer</i> <i>The rainbow fish</i> <i>The Squirrels who squabbled</i>	<i>The Little Red Hen</i> <i>The Enormous Turnip</i> <i>How the Crayons Saved the Rainbow</i> <i>The way back home</i> <i>- Oliver Jeffers</i>	<i>Whatever next</i> <i>Hamilton's hats</i> <i>Giraffes can't dance</i> <i>The little red hen</i>	<i>The koala who could</i> <i>Jasper's beanstalk</i>	<i>Spinderella</i> <i>What the ladybird heard next and other stories</i> <i>The snail and the whale</i>
PSED	Circle time – identifying an activity that the children find difficult and talk about not giving up Introduction to character stickers – I didn't give up	Exploring similarities and differences between peers/friends. In partners children to identify one thing that makes them the same as their partner and one thing that makes them different Think of something that makes you unique and special. Reflection on junk model rockets – finding differences in designs. "I like your rocket design	Talking about right and wrong, can children think of a time they have done something wrong, knowing it was wrong/a naughty thing to do. What happened? How did they make other people feel? How did they fix the situation? Learn how to contact the police by calling 999 Arrange a visit from the local police	Sharing aspirations - What do the children want to be when they grow up? Create a reach for the stars display – can the children think of something they would like to get better at? Record their ideas in shooting stars to display in Nursery Introduce star of the day	What would you do if you ever got lost? Explore safe and unsafe options. Create a lost and found office - children take turns to be lost property officers and be responsible for collecting unclaimed items i.e. school jumpers and returning them to the owners. Introduce a buddy bench - somewhere to go when you are feeling lonely. What should you	The farmers in his den – ring game

		because..."			do if you see somebody sitting on the buddy bench?	
C&L	Learn and sing the Izzy Whizzy Gismo Song. Tools sounds listening game – ‘Invention Orchestra’ hammer, saw, twist, bend, wallop, switch, snip, clap. Kim’s Game using a range of tools.	Alien pairs game: Find two aliens and find one reason that makes them the same and one reason that makes them different – e.g. “My aliens are the same because they both have green spots. My aliens are different because one has long arms and one has short arms” Describe the Smed and Smoo families. How are they similar and different? What makes them unique?	Bill went to the house and he stole a Memory game Kym’s game with stolen story items Burglar role play memory game e.g. go and steal a blue cup and a yellow bear Learning a tongue twister	Writing Rules for Dragon School Make a megaphone and practice roaring like Zog Visit from a Doctor or Nurse- explore their doctors kit and learn the names of medical equipment	Share ideas to make a class packing list for an adventure of their choice - what will they need and why? Non-verbal communication challenge - play a simple game of charades. Can the children communicate an idea without talking?	*Chinese whispers – animal noises/ character names. Give child at the beginning a picture card – they have to whisper that item. Child at the end of the chain must select the corresponding picture card based on what they have heard. *Farm animal themed game of what’s in the box? Children to explore and develop descriptive language *Kyms game with farm animals *Listen out for rhyming words in the story – children to complete rhyming sentences *Following instructions involving directional/positional language to navigate a secret ladybird trail e.g. go forwards, stop, turn, stop, take 2 steps, stop
PD	Using real tools – hammering nails, hand drill Cooking activity - using a whisk to make Angel delight	Mark making in a range of textures linked to planets from the story: Planet Vumjum – Moon Dust (salt or sand) Lurglestrop – Flowers (coloured paint, powder paint, glitter) Grimbletosh – Grime (mud) Glurch – Slime (gloop/slime). Milkshake bar - Sharing pink milk –	Making bread for Bill’s Bakery Moving in a range of different ways – running, tip toeing, crawling, crouching Spreading marmalade on toast for snack time treat	Get Squiggling – drawing tutorials Scissor skills - Cutting out golden stars to make star badges for our hard working friends Practise getting ready for school and developing independent skills such as putting on own shoes, zipping own coat	Waddle like a penguin - can you waddle and keep your feet together to balance a ball (your penguin egg) on your toes. Practise putting gloves on to keep our fingers warm on our Antarctic adventures.	Practice travelling under, over, around, forwards and backwards. Go on a welly walk Farmyard assault course –e.g. through the water, around the mud

		pouring, using pipettes				
LITERACY	Draw a plan to record an invention Write a list of things I will need ... Finishing rhyming strings to tell the story	Friendship cards Sending a postcard from a far-off planet	Writing sorry letters/cards Record a crime scene – make a pictorial list of the missing items Wanted Posters	To write a pictorial list of ingredients for a magic medicine Designing an achievement certificate	Draw a lost poster for the penguin Write a postcard from the Antarctic Record a list of items to pack on an adventure. Drawing maps	Draw a farmyard map Wanted posters Matching animal names to their initial sounds Creating labels for the farm to name the animal areas i.e. pig pen/pond
MATHS <i>Taken from White Rose</i>	<i>Getting to know you</i> <i>Just like me!</i> <u>Linked to CoJos</u> Categorising/grouping objects. Spotting the odd one out. Language of size and making comparisons by size	<i>It's me 1, 2, 3!</i> <i>Light & dark</i>	<i>Alive in 5!</i> <i>Growing 6, 7, 8</i>	<i>Building 9 & 10</i>	To 20 and beyond First, then, now	<i>Find my pattern,</i> <i>On the move</i>
UTW	Mini beast hunt Look for things at home or school that could be amended to be more splendid – how could they be improved?	Google Earth– where do we live? Gravity tuff spot – Set the tuff spot at different angles and explore how different toys and materials move across the surface.	Using torches - exploring shadows Exploring Finger prints Exploring magnets using– real/plastic money, jewels Baby Yes Baby No sorting game - Sorting activities from the story that are appropriate for a baby e.g. playing football, eat chewy sweets, play with a rattle, read a book, drink a cup of tea, play piano	Paper helicopter play – can you make them zigzag through the air like Zog?	Explore similarities and differences between environments, the penguins home and the boys home. Explore materials that are waterproof and non-waterproof - what happens when they get wet? Freezing and melting investigations Explore life cycle of a penguin	Matching farm animal mother and babies. Animal prints – potato printing in mud with different shapes Exploring differences between day and night Home learning task - a walk along the beach to collect feathers and shells Make some chocolate crispy wedding cakes - exploring and observing changes
EAAD	Make a bird with flapping wings	Colour mixing	Make burglar masks / police headbands Making a nappy for the baby	Making golden medals Dragon masks Paper plate dragons	Explore cold colours Use get squiggling to paint a penguin	Make and explore cup and string phones. Make a rosette for the fine

	Make a bendy wendy straw					prize cow
Continuous provision enhancements	<u>CREATIVE AREA</u> Junk modelling inventions Explore different ways to join materials Design sheets / planning templates <u>OUTDOORS</u> Digging for worms / slugs and bugs Hopscotch / Hoopla Nest building <u>SAND/WATER AREA</u> Spaghetti play Testing materials that float and sink <u>ROLE PLAY AREA</u> Vets Broken animals Vet equipment i.e bandages <u>LISTENING AREA</u> Story sack with range of tools & book Invention Orchestra – tool sounds/exploring making new sounds <u>CONSTRUCTION AREA</u> An inventors workshop – range of tools, objects and gadgets i.e. sieves, whisks, cogs, beaters, springs, large scale loose parts.	<u>CREATIVE AREA</u> Friendship bracelets Junk model aliens/rockets Making telescopes Blow paint aliens <u>FINE MOTOR AREA</u> Moon Dough Playdough Aliens – googly eyes, pipe cleaners, feathers. Tweezing tin foil Sew a star – threading <u>OUTDOORS</u> Gloop – mark making Wrapping stones in tin foil to make moon rocks. Moon Café Mud Kitchen – add spaghetti, rice, painted pebbles. Large scale rocket construction – can you build a rocket big enough to fit inside? Rocket races – race to the moon, add in a count down! <u>ROLE PLAY AREA</u> Red and Blue themed space station - Space suits, helmets, boots Rucksacks Walkie Talkies Cameras to record space adventures Alien masks – red/blue Picnic props SAND/WATER AREA Slime Pink milk / black tea– bottles, funnels, cartons Red/Blue cups Moon sand. (8 cups of flour & 1 cup of baby oil)	<u>CREATIVE AREA</u> Making sorry cards Junk model police cars Making a bed for Baby Make decorations for Bill and Betty’s Wedding <u>FINE MOTOR AREA</u> Padlocks and keys Tweezing loot into a swag bag e.g. pom poms into a sandwich bag Playdough Bakery Granny’s footsteps game Transporting swag bags Hanging stolen clothes on the washing line Wheelbarrow races <u>ROLE PLAY AREA</u> *Police station - handcuffs, clipboards, magnifying glasses, police uniform/ badges *Home corner including items from story – toothbrush, tin of beans, umbrella, clothing, brown box with holes, baby <u>SAND/WATER AREA</u> Bathing Baby Use magnets/metal treasures hidden in the sand.	<u>CREATIVE AREA</u> Crown templates and collage materials Marble painting – dragon eggs Junk model dragons <u>LISTENING AREA</u> Stethoscopes Dragon puppets Princess music / instrumental Disney princess <u>FINE MOTOR AREA</u> Tweezing jewels and gems to decorate a princess tiara Zigzag tracing – zigzag lines and highlighter pens Dragon school zone – with range of challenges e.g. threading, name writing Playdough dragons <u>SAND/WATER AREA</u> Syringes and Sponges in water tray Pipettes and orange shaving foam to put out the dragon breathing fire <u>OUTDOORS</u> Large scale zigzag mark making – chalks, paintbrushes and water Mini sports day – races to win golden stars <u>ROLE PLAY AREA</u> Hospital / Doctors Surgery - Bandages, doctors equipment School classroom role play -	<u>CREATIVE AREA</u> Water colour paints Junk model boats Tubes to make telescopes Painting with different textures - bubble wrap, tin foil, cotton wool <u>FINE MOTOR AREA</u> Playdough penguins Loose part snowflakes Icicle threading Scrunching scrap paper to make snowballs Tweezing white pompoms into ice cube trays <u>OUTDOORS</u> Marshmallow igloos Penguin footprint trail Transport challenges - moving equipment/people/ water from A to B. Rowing boat role play <u>ROLE PLAY AREA</u> Polar explorer station - binoculars, cameras, warm clothing i.e. gloves, hats, scarves to encourage independent dressing <u>SAND/WATER AREA</u> Iceberg – floating sinking exploration. Different sized scoops, pots and containers to explore capacity Balancing smaller objects on larger objects that are floating in water <u>LISTENING AREA</u> Polar	<u>CREATIVE AREA</u> Paper plate ladybirds painting/printing i.e. rolling tractor wheels Animal masks <u>OUTDOORS</u> Minibeast hunt Mud mark making Making a bug hotel <u>SAND/WATER AREA</u> Duck pond – ducks, pebbles, plants <u>CONSTRUCTION AREA</u> Building a barn Making a trap to catch Hefty Hugh and Lanky Len Design homes for the farm animals <u>SMALL WORLD AREA</u> Farmyard animals, vehicles <u>FINE MOTOR AREA</u> Tweezing spots onto ladybirds Scissor skills - snipping grass and hay up to feed the animals Create/follow the ladybirds trail with sticky dots/paint and cotton buds <u>LISTENING AREA</u> Talking tubes Old Macdonald Nursery rhyme props Bag of animals to play ‘What’s in the bag’ with animal noises Range of other ‘What the Ladybird Heard’ texts

	Broken toys Design sheets/planning templates <u>FINE MOTOR AREA</u> Fidget boards with switches, knobs, leavers, fastenings, buttons Threading pipe cleaner into colander Tweezers & spaghetti Invention station i.e. pasta necklaces Pegging items onto a washing line			teachers chair, registers, whiteboards and pens etc	stories Non fiction books Penguin masks/puppets to read or retell stories to	<u>ROLE PLAY</u> Farmhouse/Farm shop Deconstructive role play – tractor theme.
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