

Nursery curriculum map: Autumn term

Term and theme	Autumn term one = Feelings and Emotions. Autumn term two = Space
Key skills Personal, social and emotional development	<ul style="list-style-type: none"> • To understand the rules and routines in the nursery. • To be confident to talk to other children and unfamiliar people. • To begin to accept the needs of others, taking turns and sharing. • To be friendly to each other initiating conversations forming good relationships with peers and familiar adults. • To begin to initiate play with peers
Key skills Physical development	<ul style="list-style-type: none"> • To be aware of their own needs, telling adults when they are hungry or tired or when they want to rest. • To use the toilet independently being able to attend to their own toileting needs. • Begin to use one handed tools and equipment. For example child scissors to make snips in paper • Draws lines and circles using gross motor movements • To move freely with pleasure and confidence in a variety of different ways.
Key skills Communication and language	<ul style="list-style-type: none"> • To respond to simple instructions • To listen to stories with increasing attention and recall • To begin to use more complex sentences when talking • Listens to others in small one to one groups when conversations interest them • To use talk to talk about what might happen next, for example in a story.
Key skills Literacy	<ul style="list-style-type: none"> • Begin to give meaning to the marks they make • Use one handed tools and equipment drawing lines and circles using gross motor skills.
Key skills Mathematics	<ul style="list-style-type: none"> • Uses some number names and number language spontaneously. • Uses some number names accurately in play. • Shows an interest in shape and space by playing with shapes or making arrangements with objects. • Recognise numerals 1-5
Key skills Understanding the world	<ul style="list-style-type: none"> • Shows an interest in different occupations and ways of life • Comments and asks questions about their family and natural world. • Knows how to operate simple equipment e.g. turns on a CD player and changes the CDs
Key skills Expressive art and design	<ul style="list-style-type: none"> • To enjoy joining in with dancing and ring games • To begin to sing a few simple songs from memory • To engage in imaginative role-play