Foundation Stage Curriculum Map 2025-2026 onwards

Subject	Autumn 1st and 2nd	Spring 1st and 2nd	Summer 1st and 2nd
Personal Social and Emotional Development	Discuss indoor and outdoor rules Create Network Hand Talk about the contents of their 'My Special Things' box New beginnings SEAL See themselves as a valuable individual. Build constructive and respectful relationships. Express their feelings and consider the feelings of others. Identify and moderate their own feelings socially and emotionally. Manage their own needs. Stories about how they and others show feelings Feelings Monster	'Going for Goals!' activities identifying individual strengths and goals. Feelings relating to penguin stories – shy, lonely, confused, home sick. How are we different from one another? Stories illustrating perseverance, e.g. The Tortoise and the Hare, Gordon and Edward (Thomas the Tank Engine), Story about Samindra, The Crow and the Pitcher	'Relationships' stories and songs such as 'That's Not Fair' and 'You've Got a Friend in Me' Fair and unfair situations Build constructive and respectful relationships.
	Getting on and Falling Out SEAL Resolving conflicts Identify and moderate their own feelings socially and emotionally. Building respectful relationships with adults and other children	Good to Be Me Good to me – activities using puppets/role play Feeling good about myself. Feeling loved and cared for. Know about and talk about different factors that support their overall health and wellbeing: Being a safe pedestrian.	Changes activities How we change over time Remembering our first day at school Looking ahead to Year 1 Helping new children who visit Behaviour – by accident /on purpose and finding solutions
Physical development **PE hub**	Further develop the skills they need to manage the school day successfully. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Combine different movements with ease and fluency. Cooperate and solve problems Unit 1 Body Management Unit 1	Dance Unit 1 Body Management Unit 2 Cooperate and solve problems Unit 1	Gymnastics Unit 2 Cooperate and solve problems Unit 2
	Gymnastics Unit 1 Manipulation and Co-ordination Unit 1	Dance Unit 2 Speed, Agility, Travel Unit 1	Athletics/Sports day practice Speed, Agility, Travel Unit 2
Handwriting	Develop the foundations of a handwriting style which is fast, accurate and efficient.	L Letters: i, t, u (recap as needed) OR Letters: r, b, n,	ZM Letters: w, x, z (recap as needed) More complex letters: f, j, y

	Use their core muscle strength to achieve a good posture when sitting at a table. Encourage tripod grip. Handwriting patterns and name Focus on mark making and developing fine motor skills through a range of activities (such as: in sand, glitter, cornflour, shaving foam) Teach the correct seating position Pencil grip Tracing patterns CC Letters: c, a, o, Learn to write name (copy)	Numerals 0-10 Write name using the correctly formed lower case letters with a capital at the beginning	Begin to use and apply in writing activities with some independence Numerals 0-15
	Teaching the correct seating position Pencil grip Tracing patterns CC Letters: d, g, q, e, s (recap as needed) L Letters: l, Learn to write name Numerals 1,2,3,4,5	OR Letters: h, m, k, p (recap as needed) ZM Letters: v, Numerals 0-10 Write name independently using the correctly formed lower-case letters with a capital at the beginning	Capital letters - straight lines, straight lines and a curve, curved lines, diagonal lines. Consolidation of letter formation of lower-case letters CC Letters: c, a, o, d, g, q, e, s L Letters: l, i, t, u OR Letters: r, b, n, h, m, k, p ZM Letters: v, w, x, z More complex letters: f, j, y Use and apply in writing activities with independence Numerals 0 -20
Literacy	Baseline writing activities Name writing Labels and captions Write some letters accurately Use some of their print and letter knowledge in their early writing	Account of Christmas Holiday – write simple sentences Labelling a penguin Non-fiction writing about a penguin Write a letter to Mr Young Lost and Found - story sequencing and talk about favourite part Write a list of what a penguin chick needs Speech bubbles for a penguin A list of what an Antarctic explorer needs Ice investigation Pancake recipe Card inserts	Write account of Easter holiday Create pirate name Label a pirate ship Writing instructions for planting seeds Pirate story Create warning posters Card inserts Instructions for a fruit salad Health eating poster Notes about minibeasts Riddles
	Account of half term holiday Listening to traditional tales such as: The Three Billy Goats Gruff, The Three Little Pigs, Little Red Riding Hood and The Gingerbread Man. The story of Rama and Sita, and the Nativity story	Account of half term holiday Visit from police officers – ask questions Stories relating to police, fire, ambulance etc. What the Ladybird Heard – draw and label a map of the farm	Account of half-term holiday Father's Day card insert How to stay healthy, healthy eating poster Visit to Herrings Green farm Barn owl fact file

	Writing labels, captions and simple sentences.	Account of trip around Ampthill	Recount of farm trip Memories from FS year
Spelling/ phonics	**Phase 2** s, a, t, p, i, n, m, d, g, o, k, ck, e, u, r, ss, h, b, f, ff, l, ll **HRS** I, the, no, put, of, is. to, go, into, pull, as, his	**Phase 3 and 4** oo (book), ar, ur, oo (food), or, ow, oi, ear, air, ure, er, ow **HRS** they, all, are, ball, tall, when, what	**Phase 4** CVCC ed, CCVC ed/t, CCVCC ed/d, CCCVC, CCCVCC er/est
	Phase 3 (some challenge from Phase 4) j, v, w, x, y, z, zz, qu, ch, sh, th, ng, nk, ai, ee, igh, oa, es **HRS** he, she, buses, we, must, be,, push, was, her, my, you	**Phase 3 and 4** Review weeks (6) **HRS** said, so, have, were, out, like, some, come, there, little, one, do, children, love	**Phase 5 introduction** ay, ou, ie, ea, -le, oy, ir, ue, aw, wh, ph, ew, oe, au, ey, a-e,e-e, i-e, o-e, u-e, c **HRS** oh, their, people, Mr, Mrs, your, ask, should, would, could, asked, house, mouse, water, want, very
Maths	Getting to Know You Baseline assessment Match and sort Compare amounts Talk about measure and patterns	Alive in 5! Introducing zero Compare numbers to 5 Composition of 4 and 5 Compare mass Compare capacity Growing 6,7,and 8 Representing numbers 6, 7 and 8 Making pairs odd and even Combining 2 groups Conceptual subitising Length and height Time	To 20 and Beyond Building Numbers beyond 10 Counting Patterns beyond 10 Match, rotate, manipulate shapes Select, rotate and manipulate shapes to develop spatial reasoning skills. First, then, now Adding more Taking away Manipulate, compose and decompose shapes Find my pattern
	It's Me 1, 2, 3! Representing 1,2,3 Compare 1,2,3 Composition of 1,2,3 Circles and triangles Positional language Light and Dark Representing numbers to 1 to 5 One more and less Shapes with 4 sides	Comparing, sorting 8 and doubles Representing 9 and 10, ordering numerals to10, composition of 9 and 10. Building, matching and printing with 3D shapes. Naming and describing cones, cubes, cuboids, cylinders, spheres and triangular prisms. Exploring repeating patterns. Ten in the Bed song. Counting back from 10, comparing numbers within 10, making 10.	Doubling, sharing and grouping Even and odd numbers Spatial reasoning Visualise, build and ,map Describe positions, give instructions to build Explore mapping Deepening understanding Patterns and relationships Make connections Consolidation

		Building 9 and 10 Understand the 'one more than/one less than' relationship between consecutive numbers.	
Understanding the world	Talk about members of their immediate family and community. Name and describe people who are familiar to them. Special Things Box	Observe natural processes such as: ice investigations Recognise environments that are different from Ampthill Finding the UK and Antarctica on a map What is it like to live in Antarctica? Chinese New Year	History of real life pirates Growing beans on a desert island Caring for parrots and finding out how to take care of a parrot St George's Day
	Recognise that people have different beliefs and celebrate special times in different ways. The effect of changing seasons on the natural world – observational autumn walk. Compare and contrast characters from stories including a figure from the past – Guy Fawkes. Diwali - Hinduism and Sikhism Nativity performance	Draw information from a simple map. Explore the natural world around them. Understand that some places (Kings Arms Garden and St Andrews Church) are special to members of the community. Observe natural processes – signs of spring Pancakes St David's Day St Patrick's Day Compare the features of Ampthill and Antarctica	Caterpillars Minibeast hunt Observing farm animals Life cycle of owls. Visit to Herrings Green Farm
RE	Being special: where do we belong? Learned from at least 2 religions.		
	Why is Christmas special to Christians?	Why is Easter special for Christians? Shrove Tuesday	Which stories are specially valued and why? Learned from at least 2 religions.

Expressive arts and design And Charnga	Learn to sing nursery rhymes and action songs: Explore high sounds and low sounds using voices. Charanga Me!	Hot and cold colour mixing/collage/printing Antarctic Landscapes 3D work – clay penguins Everyone unit of work	Printing, painting, collage Create a pirate ship using appropriate materials Big Bear Funk unit of work
	Learn Nativity songs Create a Christmas card Collaboratively create an Andy Goldsworthy inspired piece of artwork Use tools to make marks in clay - Diva lamps	Drawing mother's day cards. Create a vehicle using junk materials Our World unit of work	Printing, painting, collage Painting Symmetrical butterflies Father's Day cards Reflect, rewind and replay unit of work
Computing	Learn to click, hold, drag, and move the mouse to create dots, lines and patterns.	Switch on the computer, log on using class name, open 2paint and change the pen colour to cold colours to create an Antarctic scene	Switch on the computer, log on using class name, open 2paint, type name using a capital letter (shift key/caps lock) and draw a flag, map and a ship using shapes.
	Use Splash to create a firework picture Learning to click the left button on a mouse to change the pen colour. Learning to hold and drag the mouse to create enclosed circles.	Switch on the computer, log on using class name, open 2paint, type name using a capital letter (shift key/caps lock) and draw a vehicle using shapes.	Switch on the computer, log on using class name, open 2paint, type name using a capital letter (shift key/caps lock) draw their dad/male relative, create a How to Stay Healthy poster and draw a FS memory with text.