Puffins - Learning Journey Map Term: Autumn 2 Weeks: 8 Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture			
Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Force for Positive Change Who or what has been a force for positive change? How can we be a force for positive change?
Talk about how to care for ourselves and how we can help each other.	Using balance bikes Exploring sensory trays e.g. ice with polar bears	Environment walk around school – listening, what can we hear? Visit Blue Jay's book corner – linked to story Whatever Next	Exploring different types of food Talking about recycling and how to recycle packaging
Nursery (Puffins) Title: Day & Night Big Bang: Sensory experience in sleep room with night lights Celebrations Pyjama Day Parents to have breakfast with children Christmas – Santa Visit Outdoors	 Personal, Social and Emotional Development Talk about their feelings in more elaborated ways: "I'm sad because" or "I love it when" Develop friendships with other children. Select and use activities and resources, with help when needed. Show more confidence in new social situations. Maths Take part in finger rhymes with numbers Compare amounts 'lots' 'more' 'same' Count in everyday context 1,2,3,4,5 Complete inset puzzle 	Communication and Language and Literacy Story time • Wake up Bear • Twinkle Twinkle Little Star • Whatever Next! • The very busy spider • Peace at Last • Sunrise Dance • Breakfast Song time • This is the way we • Twinkle Twinkle • Zoom Zoom Zoom • Incy Wincy Spider • I am the Music Man • Day and Night • Teddy bear teddy bear • Mr Clicketty Cane Listen to simple stories and understand what is happening, with the help of the pictures. • Understand and act on longer sentences like 'make teddy jump' or 'find your coat'. • Understand simple questions about 'who', 'what' and 'where' (but generally not 'why').	 Physical development Gross Motor Skills Kicking balls Throwing and catching large balls into outstretched arms Climbing on play equipment. Stamping, clapping and moving to music. Fit themselves into spaces, like tunnels, dens and large boxes, and move around in them Scooping Pine Motor Skills Use large and small motor skills to do things independently e.g. manage buttons and zips, pours Develop manipulation and control e.g. paper to tear Puzzles Using small tools – tweezers Expressive Arts and Design Cutting and sticking Painting Drawing Printing