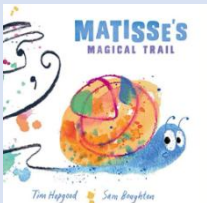
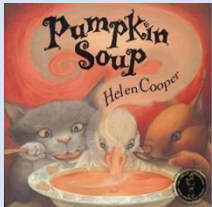






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2025-2026						
Nursery	Autumn 1 – Where can we find patterns in nature?	Autumn 2 - How big do pumpkins grow?	Spring 1 – Can we make a journey using all of our senses?	Spring 2 – How do you feel?	Summer 1 – Caring for our environment	Summer 2 – How tall can my sunflower grow?
Key Text	Matisse's Magical Trail 	Pumpkin Soup 	We're Going on a Bear Hunt 	The Colour Monster 	The Odd Fish 	The Growing Story 
Learning Behaviour	Playing & Exploring		Active Learning		Creative & Critical Thinking	
School Values	Thankfulness	Trust	Perseverance	Justice	Service	Truthfulness
PSED	DM: Play with one or more other children extending and elaborating play ideas.	DM: Show more confidence in new social situations. CG: Identify	DM: Develop their sense of responsibility and membership of a community.	DM: Find solutions to conflicts and rivalries	DM: Understand gradually how others might be feeling.	DM: Remember rules without needing an adult to remind them.

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	CG: Instigate		CG: Identify	DM: Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. CG: Reflect	DM: Increasingly follow rules, understanding why they are important. CG: Identify	CG: Lead
Physical Development	<i>DM: Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm.</i>	<i>DM: Use one-handed tools and equipment</i> CG: Make	<i>DM: Start taking part in some group activities which they make up for themselves, or in teams.</i> CG: Instigate	DM: Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips. CG: Make	<i>DM: Collaborate with others to manage large items</i> CG: Instigate	<i>DM: Use a comfortable grip with good control when holding pens and pencils</i> CG: Sew
Communication & Language	<i>DM: Understand how to listen carefully and why listening is important.</i>	<i>DG: Ask questions to find out more and to check they understand what has been said to them</i>	<i>DM: Connect one idea or action to another using a range of connectives.</i>	<i>DM: Start a conversation with an adult or a friend and continue it for many turns.</i>	<i>DM: Understand 'why' questions</i> CG: Identify	DM: Understand simple questions about 'who', 'what' and 'where'

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		CG: Present	CG: Make up	CG: Instigate		CG: Present
Literacy	<p><i>DM: Develop their phonological awareness, so that they can:</i></p> <ul style="list-style-type: none"> <i>• spot and hear/suggest rhymes</i> <i>• count or clap syllables in a word</i> 	<p><i>DM: Engage in extended conversations about stories, learning new vocabulary</i></p> <p>CG: Make up</p>	<p><i>DM: Retell the story, once they have developed a deep familiarity with the text, some as exact repetition and some in their own words.</i></p> <p>CG: Make up</p>	<p><i>DM: Concepts about print – print for different purpose</i></p> <p>CG: Make up</p>	<p><i>DM: Use some of their print and letter knowledge in their early writing.</i></p> <p>CG: Make up</p>	<p>DM: Use some of their print and letter knowledge in their early writing</p> <p>CG: Make up</p>
Mathematics	<p><i>DM: Extend and create A B A B patterns. Talk about and identify the patterns around them. Notice and correct an error in a repeating pattern.</i></p> <p>CG: Make</p>	<p><i>DM: Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.</i></p> <p><i>DM: Make comparisons</i></p>	<p><i>DM: Describe a familiar route and discuss routes and locations using words like in front of and behind.</i></p> <p>CG: Present</p>	<p><i>DM: Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle')</i></p>	<p><i>DM: Make comparisons between objects relating to size, length, weight and capacity.</i></p>	<p><i>DM: Experiment with their own symbols and marks as well as numerals</i></p> <p><i>DM: Talk about and explore 2D and 3D shapes</i></p>

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		<i>between objects relating to size, length, weight and capacity</i>				
		CG: Create				
Understanding the World	<i>DM: Explore collections of materials with similar and/or different properties</i> CG: Create	<i>DM: Use all their senses in hands on exploration of natural materials.</i> <i>DM: Talk about the differences between materials and the changes they notice.</i> CG: Present	<i>DM: Understand that some places are special to members of their community.</i> CG: Identify	<i>DM: Compare and contrast characters from stories, including figures from the past</i> CG: Reflect	<i>DM: Begin to understand the need to respect and care for the natural environment and all living things.</i> CG: Identify	DM: Continue developing positive attitudes about the differences between people. CG: Reflect
Expressive Arts & Design	DM: Explore colour and colour mixing.	<i>Create collaboratively, sharing ideas,</i>	DM: Make imaginative and complex 'small worlds' with blocks and	DM: Show different emotions in their drawings –	<i>DM: Listen attentively, move to and talk about music, expressing</i>	DM: Remember and sing entire songs

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	CG: Make	<i>resources and skills.</i>	construction kits, such as a city with different buildings and a park.	happiness, sadness, fear, etc.	<i>their feelings and responses.</i>	CG: Lead
		CG: Instigate		CG: Reflect	CG: Make up	DM: Create their own songs
			CG: Identify			CG: Make up
People & Places	Harvest Festival (church visit) Rev. Wendy	Christmas Bonfire Night Fire Service visit	Farm visit	Easter Chicks	Recycling bin wagon visit	Museum visit
Theme	Patterning	<i>Autumn & Bonfire Night</i>	Our local community	Emotions	<i>Reduce, Reuse, Recycle</i>	Our past
Core Experiences	Police visit	Cooking	Ducks		Litter picking	