Curriculum Overview – Autumn 2

Cycle A



(Key Stage 1+ Discovery)

I am a Superhero

Objective: Every child and adult identifies their own strengths
Project Based Outcome (PBO): Children and adults create their own individual Avatar to be displayed.



My Communication



Book Hook: Supertato by Sue Hendra;
Super Duper You by Sophy Henn

Vocabulary: cape, mask, superhero, brave, strong, kind, caring, helpful





Phonics: Phased set phonics

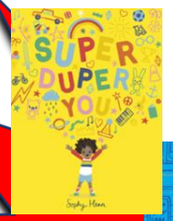
Reading:
Superhero Story Time - Explore superhero books and rhymes together.
Finish the Superhero Rhyme - Pause during familiar rhymes and encourage children to fill in the missing word.
Find Your Superhero Name - Find and recognise their own name from a selection of name cards.

Writing:
Superhero Letter Match - Match letters and symbols that are the same.
Superhero Mark Making - Use chunky pens and crayons with a whole-hand grasp to make marks.
Superhero Line Rescue - Trace horizontal, vertical and circular lines to help the superhero complete their mission.

EHCP

Strengths of every child identified across all areas of their EHCP, and a tally of success builder skills created in class. This will be shared with Surrey in annual reviews.

Book Hook







Heuristic Play Activities

Superhero Colour Mixing – exploring paint/water/colour and discover what happens when materials are combined.
Build a Superhero Base – open-ended exploration of blocks and construction. **Superhero Material Hunt** – explore different materials and their properties











My Thinking

Number
Superhero Sorting – Provide groups of superhero counters and ask children to sort them into hoops labelled **ONE** and **MANY**. **Superhero Number Match** – Match number cards to the correct number of superhero figures or counters. **Superhero Countdown** – Pretend to fly and count together: "1, 2, 3, 4, 5... SUPERHERO!"

Shape, Space & Measure

Superhero Shape Rescue - Fit shapes into the correct spaces to help save the superheroes. **Superhero Colour Sorting -** Sort superhero objects into matching coloured pots.

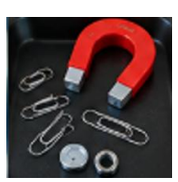
People & Communities
My Superhero Story - Look at photographs and talk about themselves.
What Makes Me Unique? - Share things that make each child special.

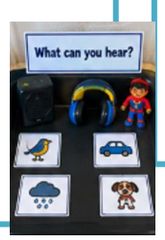
The World
Plants or Animals? - Explore and sort plants and animals. **Superhero Sound Hunt -** Listen to and identify environmental sounds. **Choose the Right Tool -** Select scientific tools for different investigations.

Scientific Enquiry
Superhero Magnifying Mission - Use magnifying glasses to investigate objects. **Magnet Power -** Explore which objects magnets attract.

ICT
Design and Print - Create superhero pictures and print them.
Superhero Media Mission - Use play, pause and volume controls independently







My Creativity and Enrichment

Creative Performance
Tap the Superhero Beat - Use drums and instruments to tap a steady beat. **Superhero Sing Along -** Perform familiar songs together. **Superhero Dance Party -** Join familiar dances and ring games.

Media and Materials
Superhero Colour Mixing - Experiment with mixing colours together. **Move Like a Superhero -** Create movements in response to different music.

Design and Technology
Fix the Superhero Gadget - Use simple tools purposefully with support. **Superhero Material Hunt -** Describe familiar properties such as soft, hard, rough and smooth.

Creative Expression
Superhero Role Play - Independently act out superhero adventures. **Choose Your Superhero Outfit –** Select dressing-up items for familiar roles.

Physical Development and PSHE

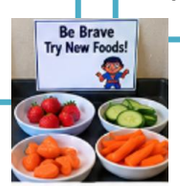
Gross Motor Activities
Superhero Sprint - Run freely around a superhero obstacle course. **Superhero Rescue Squats -** Squat down to pick up a superhero and return to standing. **Carry to Headquarters -** Carry large objects while walking to the superhero base.

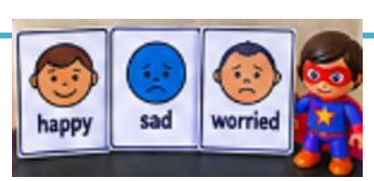
Fine Motor Activities
Unlock the Headquarters - Turn knobs and handles to open superhero doors and boxes. **Superhero Beads -** Thread large beads to make a superhero necklace or bracelet.
Build a Superhero Tower - Use blocks to build tall superhero towers.

PSHE
Superhero Rules - Learn about simple boundaries and expectations. **Whose Superhero Equipment? -** Learn about ownership and what belongs to different people.

Life and Independence Skills

Communicate My Needs - Use words, signs or pictures to communicate food, drink and toileting needs. **Superhero Spoon Skills -** Practise eating independently using a spoon.
Handwashing Heroes - Follow a simple handwashing routine.
Superhero Dress Up - Practise pulling clothing on and off.







Emergency Service Superheroes

Objective: Pupils recognise the important role of the Emergency Services
Project Based Outcome (PBO): Each Class produces an Acrostic Poem - with visuals



My Communication

Book Hook: A Hero Like You by Nikki Rogers
A Superhero Like You by Dr Ranj

Phonics: Phased set phonics

Reading:
A Hero Like You Story Tray - Explore *A Hero Like You* using story props, emergency-service figures and vehicles to encourage interest in books and familiar story language. **A Superhero Like You Story Tray -** Explore *A Superhero Like You* using superhero and emergency-service props, encouraging interaction with the story and repeated phrases.

Writing:
Hero Name Hunt - Hide name cards and letters within the tray and match them to visual name cards, including own name. **Hero Letter Match -** Match large letters and symbols to corresponding letters and symbols linked to the heroes and emergency services. **Emergency Hero Mark Making -** Use chunky crayons, paintbrushes, chalk or markers to make marks within an emergency-service themed sensory tray.



My Thinking

Number
Emergency Number Match - Match number cards to the correct quantity of emergency vehicles or counters. **Emergency Countdown -** Pretend to drive to an emergency while reciting numbers in order: **1, 2, 3, 4, 5!**

Shape, Space and Measure
Emergency Shape Rescue - Fit different shapes into the correct spaces to complete an emergency vehicle. **Sort the Emergency Equipment -** Sort emergency objects by colour into matching containers.

People and Communities
My Emergency Services Story - Look at photographs and stories relating to themselves and their experiences. **What Makes Me Special? -** Talk about the things that make each person unique.

The World
Emergency Nature Rescue - Explore the differences between plants and animals during a nature rescue mission. **What Can You Hear? -** Listen to and identify environmental sounds, including emergency vehicle sounds.

Scientific Enquiry
Emergency Magnifying Mission - Use magnifying glasses to investigate objects closely. **Magnetic Rescue -** Use magnets to find and collect magnetic objects. **Emergency Investigator Recording -** Use cameras or recording devices to record findings

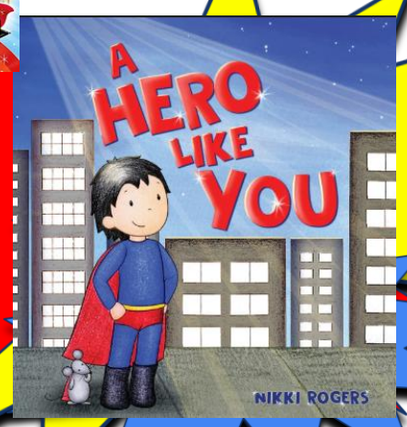
ICT
Design and Print an Emergency Poster - Create emergency services pictures and print them. **Move the Emergency Vehicles -** Use a mouse to drag and drop emergency vehicles into the correct places. **Emergency Services Video Call -** Take part in a simple video call with another class or familiar adult.

EHCP

Strengths of every child identified across all areas of their EHCP, and a tally of success builder skills created in class. This will be shared with Surrey in annual reviews.

Book Hook







My Creativity and Enrichment

Creative Performance
Siren Sound Beat - Tap along to a steady beat while listening to emergency vehicle sounds. **Five Little Firefighters -** Join in with a familiar counting song using firefighter props.

Media and Materials
Fire and Water Colour Art - Experiment with paints, water and colour mixing to create emergency-themed artwork. **Siren Movement Game -** Move in different ways when the music changes, responding to fast, slow, loud and quiet sounds.

Design and Technology
Emergency Toolbox - Explore different tools with support and use them to complete simple tasks. **Mystery Rescue Bag -** Feel and describe different objects using words such as hard, soft, smooth and rough.

Creative Expression
Emergency Call Centre -Independently role-play receiving and responding to emergency calls. **Rescue Mission Dressing Up -** Choose clothes and props for different Emergency service roles. **Mission Map -** Create a rescue scenario and explain what the y are going to do next.

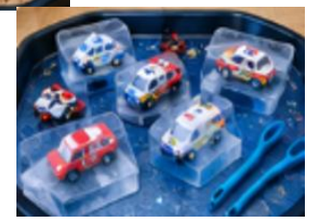
Heuristic Play Activities

Fire Station sensory tray. Emergency vehicle wash. Rescue the people. Mystery rescue bag. Emergency toolbox. Test the rescue ramp. Emergency vehicle challenge. Build a rescue bridge.











Physical Development and PSHE

Gross Motor Skills
Emergency Ball Rescue - Roll, throw and kick balls at emergency targets. **Jump to Safety -** Jump safely from low apparatus onto a landing area.

Fine Motor Skills
Rescue Vehicle Scoop - Scoop and move small emergency vehicles using spoons and tools. **Get Ready for Duty -** Practise removing unfastened clothing independently. **Emergency Play Dough Shapes -** Create emergency vehicles, badges and other shapes using play dough.

Relationships and Others
Find a Friend to Share With - Seek others to share exciting discoveries and experiences. **Rescue Teamwork -** Work cooperatively with adults to complete a simple rescue mission.

Feelings, Behaviours and Routines
Stay Safe Rules - Learn about simple boundaries and safe behaviour. **Whose Equipment Is It? -** Learn about ownership using emergency vehicles and equipment. **Wait for Your Turn -** Practise waiting briefly for a turn or for help.

Life and Independence Skills

Self-care and Independence
Tell the Emergency Team What You Need - Use words, pictures or signs to communicate needs for food, drink and toileting. **Rescue Spoon Challenge -** Practise using a spoon independently during snack time. **Handwashing Heroes -** Follow a simple handwashing routine. **Get Ready for Duty -** Practise pulling clothing on and off independently.

Animal Superheroes

Objective: Pupils to learn about a variety of different types of animals, recognise and understand how they are important.
Project Based Outcome (PBO): All classes to create a Bug Hotel/natural habitat for outdoor areas around school.

My Communication

Book Hook: Superhero Animals by Chris Packham

Phonics: Phased set phonics

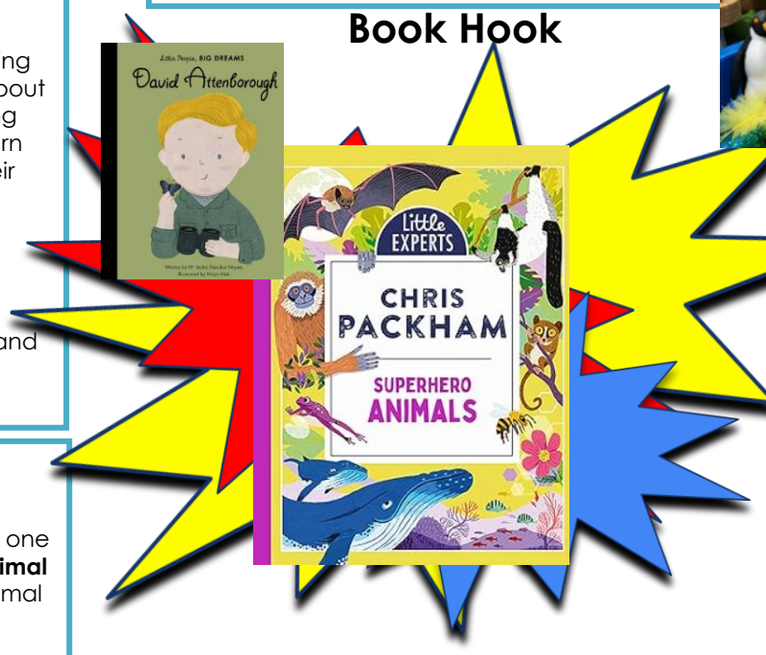
Reading:
Finish the Superhero Rhyme – Say a familiar animal rhyme and pause before the final word, encouraging children to fill in the missing word using speech, signs or symbols. **Animal Sound Rhymes** – Sing simple rhymes about the animals featured in the book and encourage children to fill in missing animal sounds. **Turn the Page** – Encourage children to independently turn the pages of *Superhero Animals*, look at the illustrations and choose their favourite animal.

Writing:
Animal Superhero Tracks – Use whole-hand grasp writing tools to make different tracks and marks inspired by the footprints or movements of animals. **Save the Superhero Animal** – Follow simple horizontal, vertical and circular paths with a chunky writing tool to guide an animal back to its superhero home. **Draw Your Own Superhero Animal** –

EHCP

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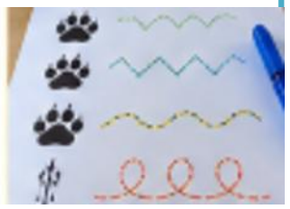
Book Hook



Heuristic Play Activities

Nature exploration. Look closely. Magnet hunting. Mechanical superhero animals. Animal investigation. Build an animal habitat. Superhero animal rescue role ply. Superhero animal world. Team up to save the animals.













My Thinking

Number
Counting Superhero Animals – Count up to five animals, touching each one as it is counted to develop one-to-one correspondence. **Superhero Animal Number Line** – Place numbers 1–5 in sequence alongside superhero animal pictures while practising number names.

Shape, Space and Measure
Big or Small? – Compare superhero animals and sort them into "big" and "small" groups. **Follow the Superhero Timetable** – Use a simple visual timetable to follow the sequence of activities and understand what happens next.

People and Communities
Signs and Symbols Hunt – Look for familiar signs and symbols in the environment, including animal footprints, arrows and safety signs. **Move Around Our Space** – Move independently around familiar spaces while following simple routes to find superhero animal pictures.

The World
What Can You Hear? – Listen to environmental sounds such as birds, rain, wind and water and match them to the correct picture. **Nature Exploration** – Explore plants, animals and natural materials while noticing their different features and characteristics.

Scientific Enquiry
Look Closely – Use a magnifying glass to examine plants, animal pictures and natural objects and notice small details. **Magnet Hunting** – Use a magnet to test different objects and discover which materials are attracted to it.

ICT
Print Superhero Animals – Select an animal picture or piece of text and print it to explore how digital images and text can become physical copies.

My Creativity and Enrichment

Creative Performance
Superhero Animal Beat – Tap a steady beat using drums, shakers or hands while listening to music inspired by *Superhero Animals*. **Superhero Animal Songs** – Sing familiar animal songs and encourage participation through words, sounds, signs and actions.

Media and Materials
Superhero Colour Mixing – Experiment with mixing colours **Animal Movement Music** – Create different animal movements in response to fast, slow, loud and quiet music. **Build an Animal Habitat** – Stack blocks and construction materials to create simple homes or habitats for superhero animals.

Design and Technology
Make a Superhero Animal – Use scissors, glue, tape or other suitable tools with support to create a simple superhero animal. **Animal Investigation** – Explore familiar objects and animal pictures and describe their properties, such as soft, hard, smooth, rough, big or small.

Physical Development and PSHE

Gross Motor Skills
Animal Rescue Squats – Place superhero animal figures at floor level and squat down to collect each one before returning to standing. **Carry the Animal Home** – Carry large soft animal toys or boxes from one side of the space to a designated superhero animal habitat.

Fine Motor Skills
Superhero Animal Rescue Doors – Turn knobs, handles and simple catches to open doors and rescue animal figures. **Thread the Animal Beads** – Thread large animal-themed beads onto thick cord to create a superhero animal necklace or decoration. **Build an Animal Tower** – Use large construction blocks to build towers for superhero animals, encouraging stacking and balancing.

Feelings, behaviours and Morals
My Turn, Your Turn – Use superhero animals to express feelings and take turns. **Follow Superhero Routine** – use a simple visual sequence, such as washing hands.