

The Catholic School of Saint Gregory The Great

Believe and Achieve



CURRICULUM MAP & COVERAGE – EYFS (2025-2026)

	TERM 1	TERM 2	TERM 3	TERM 4	TERM 5	TERM 6
	Super Duper You!	Where We Are	Food, Glorious, Food!	Very Important People	All Things Wild	Whizz, Pop, Bang!
Core Texts	Super Duper You! Sophy Henn	Martha Maps it Out Leigh Hodgkinson	The Hungry Caterpillar Eric Carle	The King's Hats Sheila Bird and Mark Beech	One Night at the Zoo Judith Kerr	Ada Twist, Scientist! Andrea Beaty
Trips Enrichment	Little City Gloucestershire	Local area walk Nativity	Pizza Express	Local Area Walk - Postboxes	Cotswold Farm Park Animal Encounters	Science Festival
Literacy	Drawing Club - Weekly Week 2 – Super Duper You! Week 3 – Goldilocks and The Three Bears Week 4 – The Pink Panther Week 5 – The Colour Monster Week 6 – Three Billy Goats Gruff Week 7 – RoadRunner Week 8 – We're Going on a Bear Hunt Joining in with songs Listening to rhyming stories Joining in with repeated phrases Holding the book correctly Turning the pages in a book Making marks and talking about them Recognise and write own name	Drawing Club – Weekly Week 1 – Matha Maps it Out Week 2 – Hensel and Gretel Week 3 – Bagpuss Week 4 – The Christmas Pine Week 5 – The Gingerbread man Week 6 – The Magic Roundabout Week 7 –Theres an Elf in your Book. Hearing and writing initial sounds Continue a rhyming string Begin to talk about the characters and settings in a story Recognising logos	Drawing Club – Weekly Week 1 – The Hungry Caterpillar Week 2 – Jack and the Beanstalk Week 3 – The Little Red Hen Week 4 – The Tiger who came to Tea Week 5 – The Magic Porridge Pot Week 6 –Bananaman Begin to identify beginning, middle and end in stories Make predictions about what happens next Read and write simple words by sounding out Recognise and write the phonemes learnt so far Show an interest in reading different genres of books e.g. information books, rhymes and stories Begin to retell some simple stories Learn new vocabulary through books shared in class	Drawing Club – Weekly Week 1 – The King's Hats Week 2 – Three Little Pigs Week 3 –Willow the Wisp Week 4 – Not Now Bernard Week 5 – Little Red Riding Hood Reading and understanding simple sentences Recognise and apply digraphs when reading Attempting to write simple sentences using phonics Talk about our likes and dislikes when reading stories	Drawing Club – Weekly Week 1 – One Night at the Zoo Week 2 – Chicken Licken Week 3 – Batfink Week 4 – Dear Zoo Week 5 – White Hen and the Fox Week 6 – Captain Pugwash Demonstrating understanding of what they have read Writing irregular common words Writing sentences that they and others can read Describing and comparing setting and characters in stories Using storylines in role play.	Drawing Club – Weekly Week 1 – Ada Twist, Scientist! Week 2 – The Elves and the Shoemaker Week 3 – Mr Benn Week 4 – What's in the Witch's Kitchen Week 5 – The Princess and the Pea Week 6 – Trapdoor Week 7 – The Giant Jam Sandwich Writing more sentences using phonetically plausible words Write and recognise some high frequency words Begin to use finger spaces Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role-play.
Literacy Vocabulary	Name Story Characters Setting Writing Phoneme Word	Digraph Rhyme Characters Setting	Beginning Middle End Non-fiction Sentence Finger Space	Days of the week	Full stop Capital Letter	Non-fiction Create Instructions

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Maths (Mastering Number)	Subitising Subitise within 3 Experience subitising in a range of contexts Represent quantities using fingers Cardinality, ordinality and counting Know that the last number spoken determines how many in a set Practise counting sequences through rhymes and songs Develop 1:1 correspondence when counting through moving objects Develop a range of strategies for counting Composition See that all numbers can be made of 1s Compose collections within 4 Comparison Compare sets of objects according to attributes Use language of comparison such as 'more than' and 'fewer than'	Subitising Subitise within 5 Cardinality, ordinality and counting Explore the cardinality of 5 Begin to count beyond 5 Begin to recognise numerals relating to quantities that can be subitised and counted Composition Explore the parts and wholes of numbers Explore the composition of numbers to 5 Comparison Compare amounts using different strategies including subitising, matching and 'just looking' Compare sets by matching, knowing when sets contain the same number and equal amounts	Subitising Subitise to 5 through structured and random arrangements Match arrangements to finger patterns Cardinality, ordinality and counting Verbally count to 20 and beyond Develop a range of strategies to count accurately Use fingers to represent quantities between 5 and 10 Order numbers to 10 Composition Compose numbers within 10 using part whole knowledge Comparison Compare sets/amounts through playing games Use language of 'equal' Identify when sets are equal and not equal	Subitising Explore symmetrical patterns and link these to doubles Cardinality, ordinality and counting Understand the cardinality of numbers within 10 Continue working on verbally counting beyond 20 Composition Explore odd and even numbers Understand the link between even numbers and doubles Show the composition of numbers within 10 Comparison Compare numbers to 10 using language of 'more' 'fewer' and 'equal' to reason	Subitising Use subitising skills to identify the same amounts shown in different ways Subitise numbers within 10 Know when it is appropriate to count and when to use subitising skills Cardinality, ordinality and counting Continue working on verbally counting past 20, starting at different numbers Develop confidence and accuracy in verbal and object counting Composition Show the composition of 10 Comparison Order sets of objects using knowledge of ordinal numbers	In this half-term, the children will consolidate their understanding of concepts previously taught through working in a variety of contexts and with different numbers.
Maths Vocabulary	Maths Subitise Counting More than Fewer than Week Day Month Year Season	Part Whole Composition Order Staircase pattern Compare Matching	Composition More than Fewer than Equal to Left Right Whole Parts	Patterns Doubles More than Fewer than Equal to Symmetry Staircase pattern Track game	Ordinal numbers Odd number Even number Doubles Composition More than Fewer than Equal to	Counting Tens frame Comparison Quantities Parts Composition Doubles One more One less Subitise

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RE	Creation and Covenant	Prophecy and Promise	Gallilee to Jerusalem	Desert to Garden	To the Ends of the Earth	Dialogue and Encounter
Catholic Social Teachings	Rights and responsibilities Consider the needs of everyone	Human life is precious Care of the poor and helpless	Working together as a team Care of God's creation	Taking part	Care of God's creation Put others before yourself	Working together as a team
RE Vocabulary	Precious Prayer Sign of The Cross Welcome Baptism Font God Parents Jesus Creation Kindness Name Special Family Religion Font Belonging	Bethlehem Preparation Bible Celebration Christmas Hannukah Diwali Mary Joseph Jesus Birth Stable Religion David Called Shepherd Descendant Anoint Trust The Annunciation Wreath Advent	Jerusalem Galilee Magi Frankincense Gold Myrrh Christ the Redeemer Temple Mary Joseph Jesus Story Disciples Kindness Joy	Judaism Religion Lent Holy Week Stations of the cross Cross Good Friday Alms giving Prayer Temptation	Risen Good Friday Easter Jesus Tomb Resurrection Easter Sunday Christians Bible Celebrate Alleluia Good news Gospel Holy Spirit Promise Pentecost Jewish Feelings Praying Disciples Religious symbol Light	Islam Muhammad PBUH Muslim Mecca Cave Angel Jibril Angel Allah Holy Qur'an Commandments God's creation Care Cross Disciples

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RHSE	Ten Ten: Handmade With Love I Am Me Heads, Shoulders, Knees and Toes Ready Teddy?	Ten Ten: I Like, You Like, We All Like! All The Feelings! Let's Get Real	Ten Ten: Growing Up Role Model Who's Who? You've Got a Friend in Me	Ten Ten: Forever Friends What is the Internet? Playing Online Safe Inside and Out	Ten Ten: My Body, My Rules Feeling Poorly People Who Help Us	Ten Ten: God is Love Loving God, Loving Others Me, You, Us
RHE Vocabulary	Created Individual God Plan Special Thanks Grateful Appreciate Unique Gifts, talents, skills Similarities, differences God's image Parts of body (not genitalia) Care Healthy lifestyle Exercise, diet, sleep, personal hygiene		Tastes Likes Dislikes Needs – Love, Respect, Safe, Trust Feelings – good and bad Emotions Behaviour Choices Sorry Forgive Jesus Life stages – baby, toddler, child, adult, elderly Birth Death Patient		God is love: father, son, holy spirit Image To love and be loved Community: home, school, parish, nation, global community Offerings Valuable Glory Respect, just, generous, courteous Love Generous Grateful Appreciate Help Duty of care: charity, recycling Harm Improve	

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Understanding the World	Geography – Where do I come from? – map showing locations. History – Who is in my family? – People who are important to them/Communities/Family Photos Science – Parts of the body/Everybody is unique/Baby pictures Oracy – Black History, Harvest, Recycling, Diwali	Geography – Location – The World/Countries/Our school grounds. Creating simple maps of our school History – Drawing on their own experiences. School timetables – using vocabulary to talk about the past. Science – Introduction to the natural world – Planet Earth. Seasonal Changes - Autumn Oracy – Christmas, Hannukah, Christingle, Bonfire Night, Remembrance Day, Children in Need.	Geography – Where food grows/sustainability – recycling and packaging History – Sequencing – chronological order/significant roles (chefs) Science – Exploring the natural world/planting/keeping healthy with diet/where food comes from/changing states of matter with cooking/seasons (Winter) Oracy – New Year, Big School's Bird Watch, Chinese New Year	Geography – Local area/post a letter to Buckingham Palace/locate London History – King Charles and Queen Elizabeth/monarch/post boxes/money/Where do we see them in Cheltenham? Roles and jobs/people who help us/people in our community Science – Seasons (Spring) Oracy – Ramadan, Shrove Tuesday, Mother's Day, Comic Relief, Eid, Easter	Geography – Maps of zoos and farms/Where do animals come from? (location) History – Talking about own experiences in the past Science – Animals/Name, observe, describe, habitats (broadly)/life-cycles/significant jobs e.g. vets, farmers Oracy – May the month of Mary	History – Significant individuals – Albert Einstein, Thomas Eipstein Science – Seasons (Summer)/States of matter – ice, jelly, gloop Oracy – Father's Day
Computing <i>Although computing is not included within Development Matters or within the ELGs, it is still vitally important that children enter Year 1 with a strong foundation of knowledge. Computing in EYFS also ensures that children develop listening skills, problem-solving and questioning. We know the importance of our children understanding digital literacy.</i>	Taking photographs with the VTECH camera Choosing filters and games on the camera Watching videos and exploring music on the interactive whiteboard Using mobile/house phones in house role play Discuss and create online safety rules for class and home Identifying age appropriate apps and programmes for our age Share online safety rules with parents	Continue taking photographs with the camera Watching videos and exploring music on the interactive whiteboard Technology within role play area Using sound button flowers in outside area to record messages and play them back Introduce Beebots and following simple algorithms with our own bodies eg. turn left, take one step forward Revisit online safety rules Identifying age appropriate TV shows/streaming platforms	Playing age appropriate games on the interactive whiteboard Selecting favourite songs and videos Revisit Beebots Using iPads/digital cameras to take pictures on a local walk Introduce walkie talkie headsets Revisit online safety rules Know who to talk to about digital safety Visit from digital safeguarding team	Playing age appropriate games on the interactive whiteboard Revisiting Beebots and create own simple algorithms Using keyboards to type Introduce class laptop trolley Revisiting online safety rules Discussing the use of passwords and personal information	Construct pictograms (children's favourite fruit) Carry out surveys and discuss results (favourite food) Revisiting Beebots and create own simple algorithms Visit the computer room or have laptop trolley once a fortnight Using a mouse Make marks using 2Paint Changing the colour of paintbrush on 2Paint Revisit online safety rules	Naming parts of a computer (screen, mouse, keyboard) Open and close pictures made in 2Paint/Microsoft Paint Adding a text box and typing names onto 2Paint/Microsoft Paint Revisit online safety rules

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Expressive Arts and Design	Super Duper You! – Link to people who help us	Where We Are – Marks Barfield	Food Glorious Food – Nadia Hussain		All Things Wild – Chris Hales & Mark Kingston Jones	Wizz, Pop, Bang! – James Dyson
	Creating with a variety of materials Being imaginative and expressive through stories, rhymes, poems and songs Using the role play area <u>Weekly music lessons with Mrs Mason</u> Sing/chant action songs, nursery rhymes and topic related songs Recognise and play percussion instruments with increasing control, responding to a conductor when appropriate Perform on their own and as a group Recognise the difference between rhythm and pulse and be able to maintain a steady beat Respond to music heard expressively Listen carefully to sounds and be able to talk about they hear					
Expressive Arts and Design Vocabulary	Sing Chant Play Listen Rhythm Pulse/steady beat Percussion Instruments Loud/quiet, forte, piano, crescendo, diminuendo Fast/slow High/low Portraits Self portrait Design - Technology Create Make Tools Attach Equipment Measure Connect Healthy					

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Physical Development	Dance Finger Gym/Handwriting	Manipulation and Coordination Finger Gym/Handwriting	Body Management Finger Gym/Handwriting	Cooperation and Problem Solving Finger Gym/Handwriting	Montagu Finger Gym/Handwriting Balanceability	Montagu Finger Gym/Handwriting Balanceability
Physical Development Vocabulary	Balance Control Heart rate Cool down Warm up Direction Skill Equipment Fine motor Pencil grip Tools					
PSED	Forming good relationships and including others in play i.e. sharing Selecting own resources Communicating with peers and listening Being aware of rules and boundaries at school Taking turns	Shares thoughts with the class Is happy to do some jobs. Confident in different social situations e.g. assemblies, playtimes Aware of others feelings	Confident to speak about their own needs and opinions Understands how their actions affect others Initiates conversations Listens and responds to what others have said	Confidently choose which activity they would like to do Ask for help when they need it	Beginning to solve problems for themselves without adult support Takes other children's ideas into consideration	Follow several instructions Paying attention and responding even when engaged in another activity Understanding their own feelings and those of others Showing independence, resilience and perseverance Get dressed and go to the toilet independently Make healthy food choices
PSED Vocabulary	Relationships Friendships Turn taking Sharing Conversation Communication Teamwork Respect Listen Oracy Independence Confidence Resilience Perseverance Taking risks Problem solving Instructions Attention					

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