

Nursery Yearly Overview 2026-2027

Subject/Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Theme	Nursery Rhymes	Nursery Rhymes/Christmas	Dinosaurs/ The Moon	People Who Help Us	Traditional Tales	Modern Classic by Julia Donaldson
Weekly books	10 Green Bottles Humpty Dumpty Incy Wincy Spider Peppa's Diwali	Row Row Row Your Boat Old McDonald Monte the Manatee Santa's Beard Santa's Presents Twinkl Twinkl	Dinosaur Roar- Henrietta and Paul Stickland Dinosaurs in My School- Timothy Knapman We love Dinosaurs – Lucy Volpin Non- fiction books about dinosaurs Moon Happy Birthday Moon -Frank Asch Papa, Please Get the Moon for Me –Eric Carle Chinese New Year	Non-fiction books about Doctors Police Officers Firefighters	Goldilocks and the Three Bears The Gingerbread Man We're Going on a Bear Hunt – Michael Rosen The Little Red Hen The Three Little Pigs EID/Ramadam	A squash and a Squeeze The Gruffalo The Snail and The Whale Sharing a Shell Singing Mermaid
Personal, social and emotional development (PSED)	Settling in/ Developing independence.	Making friends/Playing within a group.	Can talk about how they are feeling.	Sharing and playing cooperatively.	Understands that some actions can hurt others.	Can respond appropriately to what others are saying and keep a game going.
Communication and language (CL)	Developing speaking, listening and understanding skills and learning to speak in sentences.					
Physical development (PD)	Building stamina for walking and running.	Learning to move at different speeds.	Using stairs in an age appropriate way.	Developing a sense of balance.	Changing direction when they are moving.	Catching a ball.
Literacy (L)	Using a variety of tools to make marks. Beginning listening to stories. Learning how to hold a book independently.	Developing the correct pencil grip. Developing an awareness of rhyme. Understanding that print carries meaning.	Talking about the meaning of the marks they have made. Learning to follow a story and being able to talk about it to an adult.	Beginning to write their names. Recognising familiar words and signs for example their names and advertising logos.	Understanding that letters make words and using some letters in their writing. Joining in with repeated refrains. Read Write Inc set 1	Understanding that letters make words and using some letters in their writing. Anticipates what might happen at the end of the story. RW Inc set 1

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Mathematics (M)	Says number in order, some of which are in the right order Notices numerals Counts on their fingers +Compare quantities using language: 'more than', 'fewer than'. Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').		Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Recite numbers past 5. Say one number for each item in order: 1,2,3,4,5 up to 10 Links numerals with amounts up to 5 and maybe beyond. Use informal language like 'pointy', 'spotty', 'blobs', etc. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...'		Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle'). Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 10. Solve real world mathematical problems with numbers up to 5. Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round' Select shapes appropriately: flat surfaces for building, a triangular prism for a roof, etc.	
Understanding the world (KUW)	Topic related role play area/ online safety/use of a range of technology – Barefoot scheme of work. Digital Literacy (DL) - Recognise technology that is used at home and in school. Digital Literacy (DL) - Understand what a computer is and the different uses of computers i.e., learning, communicating, finding information, playing games. Computer Science (CS) - Anticipates repeated sounds, sights and actions – e.g. When ad adult demonstrates an action toy several times Computer Science (CS) - Operates mechanical toys e.g. – turns the knob on a windup toy and pulls back on a friction car. Information Technology (IT) - Shows interest in toys with buttons, flaps and simple mechanisms and begins to learn to operate them. Information Technology (IT) - Seeks to acquire basic skills in turning on and operating some digital equipment.					
Expressive arts and design (EAD)	Singing nursery rhymes and counting songs. Making marks on paper and experimenting with blocks of colour.	Explore the sounds made by different instruments Making marks on paper and experimenting with blocks of colour.	Becoming confident to use a range of tools to create pieces of art work.	Beginning to tap out a rhythm when signing. Food Technology	Using a variety of construction materials to make models that represent their vision. Junk Modelling	Learns how sounds can be changed. Exploring and using different materials