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Nursery Assessment Checkpoints.

In assessing what the children know, practitioners must reflect on the different rates at which children are developing and adjust their practice appropriately. Three characteristics of effective teaching and learning are:

Playing and exploring: - children investigate and experience things, and 'have a go'.

Baseline

•Listen with interest to the noises adults make

understand what is happening, with the help of

• Listen to simple stories/rhymes and

•Identify familiar objects and properties

for example: 'blue car', 'shiny apple'.

"Can you show me the red car"

•Use gestures with limited talk.

people known to them.

'ranned' instead of 'run')

problems saying some sounds.) •Beginning to use talk in play.

•Use everyday words to talk about

Enjoying using unfamiliar words.

Copy sounds and words like 'all gone'.

for practitioners when they are described:

• Understand and act on longer sentences like

Understand simple questions about 'who',

'what' and 'where' (but generally not 'why').

•Beginning to build vocabulary with support.

• Repeat unfamiliar language from a book.

Can start to put short sentences together

with 2-3 words, such as 'more juice' or 'bye

tense. (Consider is a child mixes up tenses

•Slowly developing language skills with correct

•Will repeat a modelled sentence. (May have

• Beginning to sing songs and rhymes.

when they read stories.

the pictures.

Speaking

mummy'

Active learning: - children concentrate and keep on trying if they encounter difficulties and enjoy achievements.

Creating and thinking critically: - children have and develop their own ideas, make links between ideas, and develop strategies for doing things.

Prime Area

CLLD

Listening, Attention and Understanding Listening, Attention and Understanding

- Ability to concentrate for around 3 minutes.
- Join in with rhymes and songs by making sounds and by moving body.

Autumn Term 2

- •Respond to adults making sounds and moving their bodies.
- Responds to my own name.
- Match objects to names and will bring my favourite tov when asked.
- •Respond to very simple requests especially when shown first by an adult.
- •Anticipate actions and sounds from an action toy.
- Explore objects using my senses.
- Understand more simple questions and instructions. E.g., 'Where is your shoe?'
- •Identify my own friends.
- •Operate some ICT or mechanical toys.

Speaking

- •Make requests using two words.
- •Use everyday words to talk about people I know.
- •Copies sounds and words a lot.
- •Use 50 or more single words. These will also become more recognisable to others.
- •Start to compose short sentences together with 2-3 words.

Listening, Attention and Understanding

- Concentrate for around 6 minutes.
- •Respond to my own name and will change my activity when encouraged to by adults.

Spring Term 2

- •Identify characters and actions in my favourite
- •Respond to two requests: "Get your water bottle and coat".
- Respond to simple questions.
- •Identify objects according to simple properties.
- •Initiate some actions in play that are familiar from home.
- •Understand between 200 and 500 words. Understand 'why' questions, like: "Why do you think the boy is sad?"
- Focus on adults as they read or sing, responding with sounds and movements.
- •Enjoy listening to longer stories and can remember much of what happens.

Speaking

- •Express feelings, desires and needs.
- •Begin to hold a conversation.
- •Remember and use new words. My vocabulary increases rapidly.
- •Ask questions and I can respond to questions using simple sentences.
- •Play make-believe games.

Listening, Attention and Understanding

• Turn my head and focus on adults and friends as I speak and play, responding to comments.

Summer Term 2

- Listen to and follow directions.
- •Remember and join in with rhymes and familiar stories.
- Find the right tool for a job.
- Follow instructions using prepositions.
- •Respond to a string of requests one after another (not quickly).
- •Ask and respond to 'why' questions.
- •Follow a story with props and pictures.
- •Show interest in the lives of other people or events.
- Recognise some similarities and differences between people.
- •Show interest in other technological items.

Speaking

- •Start to link simple sentences.
- •Explain in simple sentences what happened and what might happen.
- •Use tense, intonation and rhythm to enhance meaning.
- •Use vocabulary to express imaginary events in play.
- Engage in imaginary role play sometimes building stories around toys and objects.

	Baseline	Autumn Term 2	Spring Term 2	Summer Term 2
Prime			- M 1 - 1	
Area	Self-Regulation	Self-Regulation	Self-Regulation	Self-Regulation
	•Starts to separate from main carer with	•Explore new toys and environments, support from	•Engage in pretend play with toys.	•Select and use activities and resources.
PSHE	support and encouragement from a	familiar adult as and when needed.	•Express own preferences and interests.	Confident to talk to other children when
1 3112	familiar adult.	Separate from my main carer with support and	Confident to talk to other children when playing	playing.
	•Express own likes and interests.	encouragement from a familiar adult.	together.	More outgoing towards unfamiliar people and more
	Demonstrate a sense of self as an	Join in a range of activities that interest me.	Demonstrate a sense of self as an individual, e.g.,	confident in new social situations.
	individual	Managing Self	want to do things independently.	•Show confidence in asking adults for help.
	•Explore new toys and environments,	Begin to learn that some things are mine, some things	Select and use resources with support	Welcome and value praise for what I have done.
	still need to 'check in' regularly with a	are shared, and somethings belong to other people.	Managing Self	Managing Self
	familiar adult as and when needed.	•Seek comfort from familiar adults, when needed.	•Aware of others' feelings, e.g., meaning of crying	Aware of own feelings and know that some actions
	Managing Self	Respond to the feelings and wishes of others.	or look excited on hearing a familiar happy voice.	and words can hurt others' feelings.
	•Express a growing sense of will and	Show a growing sense of will and determination, which	Respond to a few appropriate	Begin to accept the needs of others and can take
	determination, which may result in	may result in feelings of anger and frustration which are	boundaries, with encouragement and support.	turns and share resources, sometimes with support
	feelings of anger and frustration, which	difficult to handle, e.g., may have tantrums.	• Express my own feelings such as sad, happy,	from others.
	are difficult to handle.	Develop the ability to distract myself when upset, e.g.,	cross, scared, worried.	Usually tolerate delay when needs are not
	•Respond to a few appropriate	by engaging in a new play activity	Aware that some actions can hurt or harm	immediately met.
	boundaries, with encouragement and	Building Relationships	others.	Usually adapt behaviour to different events, social
	support.	Play alongside others.	Try to help or give comfort when others are	situations, and changes in routine
	•Seek comfort from familiar adults when	Use a familiar adult as a secure base from which to	distressed.	Building Relationships
	needed.	explore independently in new environments, e.g.,	Control my own actions/behaviours, e.g., stop	Play in a group, extending and elaborating play ideas,
	Building Relationships	venture away to	myself from doing something I shouldn't do.	e.g., building up a roleplay activity with other children.
	Play alongside others.	play and interact with others but return for a cuddle or	Building Relationships	•Initiate play, offering cues to peers to join me.
	Use a familiar adult as a secure base	reassurance if I become anxious.	Play cooperatively with a familiar adult, e.g.,	Keep play going by responding to what others are
	from which to explore independently in		rolling a ball back and forth.	saying or doing.
	new environments		Interested in others' play and start to join in.	Demonstrate friendly behaviour, initiating
	•Play cooperatively with a familiar adult.		Seek out others to share experiences.	conversations and forming good relationships with
	•Show affection and concern for people		Form a special friendship with another child. Show affection and concern for nearly who are	peers and familiar adults.
	who are special to me.		Show affection and concern for people who are	
	Start to form a special friendship with another child.		special to me.	
	another child.			

Prime	Baseline	Autumn Term 2	Spring Term 2	Summer Term 2
Area				0 24 1 01 11
Area PD	Gross Motor Develop their movement skills (walk/run) Develop their balancing skills (squat/climb) Develop their riding skills (scooters, trikes, and bikes). Develop their coordination skills (kick/throw a ball) Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg, and hold a pose for a game like musical statues. Use large-muscle movements to wave flags and streamers, paint and make marks. Fine Motor Can start to turn pages in a book, sometimes several at once. Can use one-handed tools and equipment, for example, making snips in paper with scissors. Start to eat independently and learning how to use a knife and fork. Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand.	Gross Motor • Ability to walk confidently and climb onto furniture. • Ability to walk upstairs with my hand held. • Ability to run, squat, climb, carry objects. • Attempt to kick a ball. • Stand on one foot with support. • Use my feet to scoot along on a strike. • Control my whole body and able to negotiate space and objects. • Run safely on my whole foot Fine Motor • Use skills to manage button, zip coat and pour drinks. • Independently use a knife and fork. • Develop manipulation and control such as paintbrushes, jugs, scissors. • Explore different materials and tools such as playdough using a rolling pins and knives for cutting.	Gross Motor Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet. Skip, hop, stand on one leg and hold a pose for a game like musical statues. Fine Motor Begin to use a five finger grasp and pincer grip. Confidently manipulate and control such as paintbrushes, jugs, scissors. Continue to explore different materials and tools such as playdough using a rolling pins and knives for cutting.	Gross Motor Skills Start taking part in some group activities which they make up for themselves, or in teams. Increasingly be able to use and remember sequences and patterns of movements which are related to music and rhythm. Match their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel. Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks. Fine Motor Skills Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand

Specific	Baseline	Autumn Term 2	Spring Term 2	Summer Term 2
Area Literacy	Phase 1 Aspect 1	Phase 1 Aspect 3	Phase 1 Aspect 5	Revision of Aspects 1-6
Phase 1	Environmental sounds	Body percussion	Alliteration	·
	Phase 1 Aspect 2	Phase 1 Aspect 4	Phase 1 Aspect 6	Phase 1 Aspect 7
Option 1	Instrumental sounds	Rhythm & Rhyme	Voice sounds	Oral blending & segmenting
Option 2	Phase 1 Aspect 1- Aspect 6	Phase 1 Aspect 1- Aspect 6	Phase 1 Aspect 1- Aspect 6	
Literacy Reading	Comprehension Understand key concepts about print:	Comprehension Understand key concepts about print:	Comprehension Understand key concepts about print:	Comprehension Understand key concepts about print:
	Shows an interested in books and rhymes and may have favourites. Handles books and printed material with interest. Shows an interest in books and rhymes and may have favourites. Reading Developing a phonological awareness: Shows an interest in rhymes and may have favourites. Joins in with clapping along to songs and rhymes. Notices and repeat sounds.	Know books have words and pictures. Know words have meaning. Enjoy sharing books with an adult. Reading Developing a phonological awareness:	Recognise my name in line up of names. Pay attention and respond to the pictures or the words. Have favourite books and seek them out, to share with an adult, with another child, or to look at alone. Repeat words and phrases from familiar stories. Ask questions about the book. Makes comments and shares their own ideas. Develop play around favourite stories using props Reading Notice some print, such as the first letter of their name, a bus or door number, or a familiar logo. Listens for rhyming words. Counts or clap syllables in a word. Recognise words with the same initial sounds such as snake, sausage, sock.	Recognise my name in line up of names. Holds a book, turn the pages and indicate an understanding of pictures and print. Tell a story to friends. Talk about events and characters in books. Make suggestions about what might happen next in a story. Reading Developing a phonological awareness: so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as snake, sausage, sock - can orally segments and blend
Literacy Writing	Exploratory Mark Making Enjoys mark making experiences as a sensory aspect (using fingers) and notice the marks and traces their actions leave behind. E.g. a child making marks in shaving foam may notice that marks are left behind when they move their fingers through the mixture and may repeat this action or vary their movements in response to the experience. Intentional Mark Making Deliberately mark makes and can give meaning to their marks by talking to themselves or others as they make marks or share their creations and tell others about their mark making to which they attribute specific meaning. E.g. "That's daddy" Mark makes on their picture to stand for their name.	Intentional Mark Making •Enjoy drawing freely. • Add some marks to their drawings, which they give meaning to. For example: "That says mummy." • Make marks on their picture to stand for their name	Intentional Mark Making •Turns pages in a book. • Use a range of tools to make marks and show an interest in my own marks and others marks. AEB ZT WD) I FH.) TR	Intentional Mark Making Use some of their print and letter knowledge in their early writig. For example: writing a pretend shopping list that starts at the top of the page; writing 'm' for mummy. Write some or all of their name. Can recognise the capital letter at the start of name. Write some letters accurately.

Specific Areas:	Baseline	Autumn Term 2	Spring Term 2	Summer Term 2
· ·	Numerical Pattern / Number • Beginning to organise and categorise objects. (e.g. sorting by colour) • Say some counting words randomly. (1, 2, 3 when pointing to objects) • Selects a small number of objects from a group when asked. Shape, Space & Measure • Attempts, sometimes successfully, to fit shapes into spaces on inset boards or jigsaw puzzles. • Uses blocks to create my own simple structures and arrangements. • Fills and empties containers. • Associates a sequence of actions with daily routines. (milk time and then home time) • Can compare quantities using language: 'more than', 'fewer than' (e.g. filling up and emptying	Autumn Term 2 Numerical Pattern / Number Develop fast recognition of up to 3 objects, without having to count them individually ('subitising'). Recite numbers to 5 Say one number for each item in order: 1,2,3,4,5 Experiment with their own symbols and marks as well as numerals. Shape, Space & Measure Start to fit shapes into board puzzles or shape sorters. Begin to build using simple blocks. Compare quantities using language: 'more than', 'fewer than such as filling and emptying a container. Talk about and identifies the patterns around them. For example: stripes on clothes, designs on rugs and	Numerical Pattern / Number • Know that the last number reached when counting a small set of objects tells you how many there are in total. ('cardinal principle'). • Recite numbers past 5 • Show 'finger numbers' up to 5. • Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5. • Solve real world mathematical problems with numbers up to 5. Shape, Space & Measure • Understand position through words alone — for example, "The bag is under the table," — with no pointing • Make comparisons between objects relating to size, length, weight and capacity	Numerical Pattern / Number • Solve real world mathematical problems with numbers up to 5. • Recite numbers to 10 and sometimes count accurately. • Represent numbers using marks, fingers or digits. Shape, Space & Measure • 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'. • Discuss routes and locations, using words like 'in front of' and 'behind'. • Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc. • Combine shapes to make new ones – an arch, a bigger triangle etc Extend and create ABAB patterns – stick, leaf, stick, leaf.
	containers) •Beginning to use positional language (bag under table.) •Talks about and identifies the patterns around them. (E.g. stripes on clothes, design on rugs, wallpaper.)	wallpaper. Use informal language like 'pointy', 'spotty', 'blobs' etc		Notice and correct an error in a repeating pattern. • Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then

Specific Areas:	Baseline	Autumn Term 2	Spring Term 2	Summer Term 2
Understanding	People, Culture & Communities	People, Culture & Communities	People, Culture & Communities	People, Culture & Communities
the World	Past and Present	Past and Present	Past and Present	Past and Present
	Begins to make sense of their own life-story	Look at personal chronology since birth with	• Talking about the lives of the people around	•Show interest in the lives of people who are familiar to
History	and family's history. Can tell you about my	photographs.	them	me.
Geography	family who live in my house.	Talk about self and my family	and their roles in society.	Recognise and describe special times or events for
Science	Curious about people and show interest in	What are our favourite celebrations each	Knowing some similarities and differences	family or
Computing	stories about myself and my family.	year?	between	friends.
	•Enjoy pictures and stories about myself my	Naming significant family members (own The still and the still	things in the past and now, drawing on their	Read stories about kings and queens.
	family and other people.	families) Natural World	experiences and what has been read in class.	• Examine pictures of the King and his family-who are
	•Show interest in different occupations and		Understanding the past through settings, characters and events encountered in books	they?
	knows who can help them in school.	• Can play with small-world models such as a		Show an interest in different occupations and ways of life.
	Knows who helps them in our immediate world (Mum and Dad)	farm, a garage, or a train track.	read in class and storytelling. Natural World	Natural World
	world. (Mum and Dad) Natural World	 Understand the effect of changing seasons on the 		
		on the natural world around them – Autumn into	•Notice features of objects in the environment	Can show care and concern for living things and the environment
	• Explore their senses in hands on exploration	Winter	•Understand the effect of changing seasons on	
	of natural materials, linking together different		the natural world around them – Spring such	Can talk about some of the things I have observed such
	approaches: shaking, hitting, looking, feeling,	•Explore where space is through reading	as new life and growth.	as plants, animals, natural and found objects.
	tasting, mouthing, pulling, turning and poking.	stories, watching clips and looking at pictures.	To have role play opportunities for exploring technology around them:	Can talk about why things happen and how things work. Understand the effect of changing seasons on the
	•Talk about what they see, using a wide	• Explore the idea of light/dark and night/day.	3,	natural world around them – Summer
	vocabulary. (It's snowing)	To have role play opportunities for exploring	•in the outdoors such as traffic lights, walkie	
	• Explore how things work. (Explore wind-up	technology around them:	talkies and construction sites or magnifying tools and use of Mash cams to talk about	Explain what the 5 senses are. Explore what they see, hear and feel.
	toys or buttons on books making sound.	 in the home such as toy microwave, cameras & clocks. 	outdoor technology such as a farmer or police	
		a ciocks.	officer.	To have role play opportunities for exploring technology around them:
			Officer.	
				 in the wider world such as a toy shopping till, calculator, barcode reader, QR code, spacecraft or doctors set.
				parcode reader, QR code, spacecraft or doctors set.

Specific Areas:	Baseline	Autumn Term 2	Spring Term 2	Summer Term 2
Expressive Art & Design Art DT Music	Creating with Materials • Take part in simple pretend play, using an object to represent something else even though they are not similar. (block as a phone) • Explore different materials freely, to develop their ideas about how to use them and what to make. (junk modelling, sticking things together with glue/tape) Being Imaginative & Expressive • Joins in singing favourite songs. • Create sounds by banging, shaking, tapping or blowing. • Dances to music	Creating with Materials Join in singing favourite songs. Create sounds by banging, shaking, tapping or blowing. Explore different ways of joining materials. Explore different materials and combine them to make different models for a purpose. Use pictures as inspiration to create structures with different building materials inside and outside. Being Imaginative & Expressive Draw lines and circles with meaning: Study the details of the face. Experimenting with colour mixing	Creating with Materials Show an interest in the way musical instruments sound. Experiment with blocks, colours and marks Express their ideas in a variety of ways — through drawing and painting. Understand what an outline is. Practice cutting out shapes with straight and curved edges. Use split pins with support to make a moving part. Being Imaginative & Expressive Take part in simple pretend play, using an object to represent something else even though they are not similar. Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc. Listen with increased attention to sounds. Remember and sing entire songs.	Creating with Materials Be confident in their selection and use of a range of media to enable them to express themselves. Can begin to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces. Join construction pieces together to build and balance. I can sing a song. Draw a person. Being Imaginative & Expressive Build stories around toys Use available resources to create props to support roleplay. Creating own songs. Using Instruments to show simple emotions. Listening to simple and known melodies