

## **PP Term 1 Curriculum Overview**

General Routines and roles Group work Organisation	at school									
			English		Mathematics					
<ul> <li>Retelling storie</li> <li>Sequencing id</li> <li>Asking questic</li> <li>Responding in sentences</li> <li>Vocabulary development</li> <li>Listening</li> <li>Instructional li</li> <li>Active listening</li> <li>Phonemic Aware</li> </ul>	SpeakingPhonemesShow and tellSingle letter soundsGroup discussionsSingle letter soundsRetelling storiesSequencing ideasSequencing ideasBlending soundsAsking questionsUsing visual cuesResponding in sentencesUsing visual cuesVocabulary developmentText to self- connectionInstructional listeningText to event connectionActive listeningPrior knowledgeHearing soundsRetellingBlendingPredicting		<ul> <li>Text Types</li> <li>Imaginative texts</li> <li>Spelling <ul> <li>Segmenting</li> <li>Single sounds</li> </ul> </li> <li>Writing <ul> <li>Explorative</li> <li>Self-generated</li> </ul> </li> <li>Handwriting <ul> <li>Fine motor skills</li> <li>Pre-writing patterns</li> <li>Letter patterns</li> </ul> </li> </ul>		Number and AlgebraNumberNumber senseNumber recognitionNumber formationPrinciples of counting – collectionsNumber StrategiesSubitising – regular collections			Measurement, Geometry, Statistics & Probability Measurement • Language of measurement • Area		
Health and Phys	sical Educa	ation	HASS Humanities and	Science	Technologies			The Arts		
Health	h Physical		Social Sciences			Design Digital		Music		Visual Art
Setting the Scene activities Emotions Personal and Social skills	Cooperation games Fundamental Movement Skills Object Control Skills Hand/Eye Coordination		History Self Family Celebrations Telling stories from the past	Observations, senses <b>Physical</b> <b>Sciences</b> The way things move Push and Pull	Materials an technology		iPad handling iPad usage Drawing Photos Selecting Apps Multimodal texts	Elements of music (rhythm, tempo, pitch, dynamics, form, timbre) Composition (use of symbols, improvisation) Performance skills & audience behaviour Responses to music		Experimenting with the elements of Line Colour Shape (2D) Texture Personal responses to artwork



## **PP Term 2 Curriculum Overview**

General Routines and role	s at school, gi	roup work, organisation							
	, ,	English				Math	ematics		
<ul> <li>News telling</li> <li>Group discussions</li> <li>Retelling stories</li> <li>Sequencing ideas</li> <li>Asking questions</li> <li>Ble</li> <li>Asking questions</li> <li>Ble</li> <li>Responding in sentences</li> <li>Vocabulary development</li> <li>Listening</li> <li>Instructional listening</li> <li>Active listening</li> <li>Phonemic Awareness</li> <li>Vis</li> </ul>		onemes Single letter sounds Diagraphs	<ul> <li>Text Types</li> <li>Imaginative text</li> <li>Informative text</li> </ul>	s	ber and Algebra ber		Measurement, Geometry, Statistics & Probability		
		eading Behaviours Blending sounds Concepts of print comprehension trategies Text to self- connection Predicting Sequencing Visualising Retell	<ul> <li>Cards, recipes a lists</li> <li>Symbols</li> <li>Spelling</li> <li>Segmenting</li> <li>Single sounds</li> <li>Phoneme manipulation</li> <li>Dominant sound</li> <li>CVC words</li> <li>Sight words</li> <li>Writing</li> <li>Dictated sentence</li> <li>Self-generated t</li> <li>Digital text</li> <li>Handwriting</li> <li>Fine motor skills</li> <li>Lower case letter</li> </ul>	<ul> <li>Number sense</li> <li>Number recognition</li> <li>Number formation</li> <li>Ordinal numbers</li> <li>Sharing collections</li> <li>Adding collections</li> <li>Adding collections</li> <li>Subitising – regular collections</li> <li>Subitising – regular collections</li> <li>Partitioning</li> <li>Counting on</li> <li>Addition of 0</li> <li>Problem solving strategies</li> <li>Concrete materials</li> </ul>		egies	<ul> <li>Measurement</li> <li>Language of measurement</li> <li>Mass</li> </ul>		
Health and Physical Education HASS Humanities and			Science	Tech	ologies		The Arts		
Health	Physica		Science	Design	Digital	Music		Visual Art	
Emotions Personal and Social skills Bounce Back	Skill Testing Fundamental Movement Sk Object Contro Skills Cooperation Games Eye hand coordination activities	kills Self	Physical science The way things move Push and pull	Materials and technology	iPad handling iPad usage Drawing Photos Selecting Apps Multimodal texts Coding Login into programs	Elements of music (rhythm, tempo, pitch, dynamics, form, timbre) Composition (use of symbols, improvisation) Performance skills & audience behaviour Responses to music		Experimenting with the elements of Line Colour Shape (2D) Texture Personal responses to artwork	



## **PP Term 3 Curriculum Overview**

General									
Routines and ro	sation		Mathematics						
<ul> <li>News-telling</li> <li>Presentations</li> <li>Vocabulary development</li> <li>Listening</li> <li>Active listening</li> </ul> Phonemic Awareness <ul> <li>Hearing sounds</li> <li>Segmenting</li> </ul> Phonemes <ul> <li>Digraphs</li> <li>Long vowel sounds</li> </ul> Phonics <ul> <li>Sound-symbol relationship</li> </ul> Alphabet Knowledge		English Reading Short sentences Sight words Reading fluency Reading Behaviou Rereading Adjusting readir rate Reading on Viewing Comprehension Strategies Connections to t Identifying deta Main Idea Text Types Informative text Language featur	sounds sounds Segmenting Digraphs Phoneme manipulation Multi-syllable w Sight words Writing Dictation Narratives Recounts Self-generated Punctuation Spacing Capital letters Self-stops	I Num Num ords S ords S C Prob Stra Num Num Num Num Num Num Num Num	<ul> <li>Number and Algebra</li> <li>Number</li> <li>Number sense</li> <li>Number recognition</li> <li>Basic addition</li> <li>Number Strategies</li> <li>Subitising – irregular collections</li> <li>Adding 1</li> <li>Subtracting 1</li> <li>Partitioning</li> <li>Turnarounds</li> <li>Friends of ten</li> <li>Counting back</li> <li>Problem Solving</li> <li>Strategies</li> <li>Visualising</li> <li>Drawing</li> </ul>		<ul> <li>Measurement, Geometry, Statistics &amp; Probability</li> <li>Measurement <ul> <li>Language of Measurement</li> <li>Capacity</li> </ul> </li> <li>Geometry <ul> <li>3D shape</li> <li>Location and Movement</li> </ul> </li> <li>Statistics <ul> <li>Data collecting</li> <li>Interpreting data</li> </ul> </li> </ul>		
Health and Physical Education		HASS Humaniti	es Science	Technologies			The Arts		
Health Physical		and Social Sciences	al	Design	Digital		Music	Visual Art	
Healthy eating Hygiene Dental care Safety/ First Aid Bounce Back	Co-op games Fundamental Movement Sk Object Contro Skills-large ar small balls Athletics gam Short distance running Hockey Skipping Soccer	ills bl nd es bl features of places Features of places Our place in workle	Observations         Senses         Biological         Sciences         Needs and Wants         Living and non-         living	Designing homes for animals	iPad handling iPad usage Drawing Photos Selecting Apps Multimodal texts Coding Login into programs	Elements of music (rhythm, tempo, pitch, dynamics, form, timbre) Composition (use of symbols, improvisation) Performance skills & audience behaviour Responses to music		Experimenting with the elements of - Line, colour(warm/cool colours), shape, texture, space foreground/background) Explore different materials and media Study different artists, personal observations and imagination	



## **PP Term 4 Curriculum Overview**

General Boutines and re	oles at school	arou	o work, organisation						
Routines and ro	English	Mathematics							
<ul> <li>Speaking</li> <li>News-telling</li> <li>Presentations</li> </ul>		•	ding Short sentences Sight words	<ul><li>Spelling</li><li>Representing all sounds</li><li>Segmenting</li></ul>		Number and A		Measurement, Geometry, Statistics & Probability	
<ul> <li>Vocabulary development</li> <li>Listening</li> <li>Active listening</li> </ul>		• Rea • •	Reading fluency ding Behaviours Rereading Adjusting reading rate Reading on Expression	<ul> <li>Digraphs</li> <li>Phoneme manipulation</li> <li>Multi-syllable words</li> <li>Sight words</li> <li>Writing</li> </ul>		<ul> <li>Number ser</li> <li>Number rec</li> <li>Basic additi</li> <li>Number Strate</li> <li>Subitising - collections</li> </ul>	ognition on egies	<ul> <li>Measurement</li> <li>Language of Measurement</li> <li>Capacity</li> </ul>	
<ul> <li>Phonemic Awareness</li> <li>Hearing sounds</li> <li>Segmenting</li> <li>Phonemes</li> <li>Digraphs</li> <li>Long vowel sounds</li> <li>Phonics</li> <li>Sound-symbol relationship</li> <li>Alphabet Knowledge</li> <li>Uppercase recognition</li> <li>Lower to uppercase link</li> </ul>		<ul> <li>Expression</li> <li>Viewing</li> <li>Comprehension</li> <li>Strategies</li> <li>Connections to text, self and world</li> <li>Visualisation</li> <li>Questioning</li> <li>Text Types</li> <li>Informative texts</li> <li>Imaginative texts</li> <li>Language features</li> </ul>		<ul> <li>Dictation</li> <li>Narratives</li> <li>Recounts</li> <li>Self-generated texts</li> <li>Punctuation</li> <li>Spacing</li> <li>Capital letters</li> <li>Full-stops</li> <li>Letters on the line</li> <li>Handwriting</li> <li>Upper and lowercase formation</li> </ul>		<ul> <li>Adding 1</li> <li>Subtracting 1</li> <li>Partitioning</li> <li>Turnarounds</li> <li>Friends of ten</li> <li>Counting back</li> <li>Problem Solving</li> <li>Strategies</li> <li>Visualising</li> <li>Drawing</li> <li>Estimating</li> </ul>		<ul> <li>Geometry</li> <li>3D shape</li> <li>Location and Movement</li> </ul> Statistics <ul> <li>Data collecting</li> <li>Interpreting data</li> </ul>	
Health and Physical Education		HASS Humanities and		Science	Techi	nologies		The Arts	
Health	Physical			Design		Digital Music		Visual Art	
Protective behaviours Bounce Back	Co-op games Fundamental Movement Skills Object Control Skills-large and small balls Athletics games Short distance running Hockey Skipping Soccer		<b>Geography</b> Location of places Features of places Our place in the world Mapping skills	Earth and space sciences Seasons and weather	Designing homes for animals	iPad handling iPad usage Drawing Photos Selecting Apps Multimodal texts Coding Login into programs	age (rhythm, tempo, g pitch, dynamics, form, timbre) odal (use of symbols, improvisation) Performance sl & audience		Experimenting with the elements of - Line, colour(warm/cool colours), shape, texture, space foreground/background) Explore different materials and media Study different artists, personal observations and imagination