		Early Years Fou	ındation Curriculum	2025-2026			
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2	
Topic At the beginning of each topic gather information on what the children are interested in and what experiences they have/need/want		rho help us emergency	Who's that trip trapp	ing over my bridge	Googl	e earth	ourselves  We look after  We look after
Possible texts	Funny Bones Little Red Hen Pumpkin Soup The Colour Monster	Supertato Superhero stories 999 emergency pack Stickman Gruffalo Gruffalo's child Nativity Rama and Sita	Goldilocks Three Little Pigs Three Billy Goats Gruff The Gingerbread Man Little Red Riding Hood	Dear Zoo Elmer Under the Sea Tyrannosaurus Drip The Loudest Roar! We're Going on a bear hunt Dinosaurs in Underpants Harry and his bucket full of dinosaurs	Jack and the Beanstalk The Night Time Pirates The Pirates Next Door The Little Red Hen On the Way home How to catch a star On the way home Aliens love underpants Whatever next	Lighthouse Keeper's Lunch Mr Gumpy's Motorcar Mr Gumpy's Outing Oi Get off my train The Pirate's Next Door	We look after school school
Author Focus	Janet and Allen Ahlberg	Dr Suess	Julia Donaldson	David Mckee	The Hungry Caterpillar	Eric Carle	
Key Experience	Autumn Walk	Fire station	Winter Walk and Donkeys Trip to the farm	Hornimans Museum	Crystal Palace park	Dinotropolis	
Wow'moments  Parent Events	All about me sharing family pics. These people are special to us wall. Autumn trail hunt Harvest time Birthdays Favourite songs Halloween	Autumn sensory walk around the school grounds. Guy Fawkes/Bonfire Night/Nurse/firefighter/ Christmas Diwali Hannukah Children in need	Children to bring their own teddies into school.  Making Porridge Making Gingerbread Men  Gruffalo hunt Chinese New Year New Year Valentines' day Shrove Tuesday	We're Going on a Bear Hunt trip to the woods. Horniman's Museum Planting Seeds Easter Mother's day Nature walk/hur	Butterfly Walk to park/picnic Eid Fathers day	Making own boats  Making sandwiches Danson park and picnic	
		Commun	ication and Lang	guage			Early Learning Goals

#### 3 & 4-year-olds will be learning to:

- Enjoy listening to longer stories and can remember much of what happens.
- Pay attention to more than one thing at a time, which can be difficult.
- Use a wider range of vocabulary.
- Understand a question or instruction that has two parts, such as: "Get your coat and wait at the door".
- Understand 'why' questions, like: "Why do you think the caterpillar got so fat?"
- Sing a large repertoire of songs.
- Know many rhymes, be able to talk about familiar books, and be able to tell a long story.
- Develop their communication but may continue to have problems with irregular tenses and plurals, such as 'runned' for 'ran', 'swimmed' for 'swam'.
- Develop their pronunciation but may have problems saying: some sounds: r, j, th, ch, and sh multi-syllabic words such as 'pterodactyl', 'planetarium' or 'hippopotamus'.
- Use longer sentences of four to six words.
- Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions.
- Start a conversation with an adult or a friend and continue it for many turns.
- Use talk to organise themselves and their play: "Let's go on a bus... you sit there... I'll be the driver." Early Years Foundation Stage Curriculum Personal. Social and Emotional Development

Personat,	Social and Emotional De	evelopment				
<b>English Texts</b>	Guess How Much I	Rama and Sita	Brown Bear, Brown	We're Going on a	The Very	The Rainbow Fish
	Love You	Stanley's Stick <mark>Owl</mark>	Bear, What Do You	Bear Hunt We're	Hungry	The Snail and the
	Goldilocks and the	Babies Pumpkin Soup	See?	Going on a Lion	Caterpillar	Whale
	Three Bears	The Squirrels Who	The Colour Monster	Hunt	<b>Farmer Duck</b>	Commotion in the
	Elves and the	Squabbled Stick Man	Elmer Anna's	Say Hello to the	Jack and the	Ocean Captain
	Shoemaker	The Jolly Christmas	Amazing Multi-	<b>Dinosaurs</b>	Beanstalk the	Green and the
	The Gingerbread	Postman Dear Santa	coloured Glasses	The Bus is For Us	<b>Ugly Duckling</b>	Plastic Scene Tad
	Man		Clever sticks	Oi Get off our Train!	Handa's Hen	Dear Teacher
	The Three Little			The Way Back	The Odd Egg	
	Pigs			Home	What the	
	Little Red Riding			The Night Pirates	Ladybird Heard	
	Hood			Monkey Puzzle		

#### Literacy

#### 3 & 4-year-olds will be learning to:

- Understand the five key concepts about print- print has meaning print can have different purposes we read English text from left to right and from top to bottom the names of the different parts of a book-page sequencing.
- Develop their 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 money and mother.
- Engage in extended conversations about stories, learning new vocabulary.
- Use some of their print and letter knowledge in their early writing. 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.
- Write some letters accurately.
- To use Makaton to communicate
- To use PECs board

## ELG: Listening, Attention and Understanding Children at the expected level of development will:

- Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.
- Make comments about what they have heard and ask questions to clarify their understanding.
- Hold conversation when engaged in back-and-forth exchanges with their teacher and peers.

### **ELG:** Speaking Children at the expected level of development will:

- Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.
- Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate.
- Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.

# ELG: Comprehension Children at the expected level of development will:

- Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.
- Anticipate where appropriate key events in stories.
- Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role-play.

### **ELG:** Word Reading Children at the expected level of development will:

Say a sound for each letter in the alphabet and at least 10 digraphs.

Read words consistent with their phonic knowledge by soundblending.

Read aloud simple sentences and books that are consistent with their phonic knowledge, including some common exception words.

#### **ELG:** Writing Children at the expected level of development will:

• Write recognisable letters, most of which are correctly formed.

	Spell words by identifying sounds in them and representing the
	sounds with a letter or letters.
	Write simple phrases and sentences that can be read by others.
Mathematics	Early Learning Goals
3 & 4-year-olds will be learning to:	ELG: Number Children at the expected level of development will:
<ul> <li>Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').</li> </ul>	
Recite numbers past 5.	Have a deep understanding of numbers to 10, including the
Say one number for each item in order: 1,2,3,4,5.	composition of each number.
<ul> <li>Know that the last number reached when counting a small set of objects tells you how many there are in total ('cardinal principle').</li> </ul>	
<ul> <li>Show 'finger numbers' up to 5.</li> </ul>	• Subitise (recognise quantities without counting) up to 5.
<ul> <li>Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.</li> </ul>	
Experiment with their own symbols and marks as well as numerals.	Automatically recall (without reference to rhymes, counting or other
<ul> <li>Solve real world mathematical problems with numbers up to 5.</li> </ul>	aids) number bonds up to 5 (including subtraction facts) and some
Compare quantities using language: 'more than', 'fewer than'.	number bonds to 10, including double facts.
• Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language:	ELG: Numerical Patterns
'sides', 'corners'; 'straight', 'flat', 'round'.	Children at the expected level of development will:
Understand position through words alone.	Children at the expected level of development witt.
Describe a familiar route.	Verbally count beyond 20, recognising the pattern of the counting
<ul> <li>Discuss routes and locations, using words like 'in front of' and 'behind'.</li> </ul>	system.
<ul> <li>Make comparisons between objects relating to size, length, weight and capacity.</li> </ul>	
<ul> <li>Select shapes appropriately.</li> </ul>	Compare quantities up to 10 in different contexts, recognising when
<ul> <li>Combine shapes to make new ones - an arch, a bigger triangle etc.</li> </ul>	one quantity is greater than, less than or the same as the other
Talk about and identify the patterns around them. For example: stripes on clothes, designs on rugs and wallpaper. Use informal language like	quantity.
'pointy', 'spotty', 'blobs' etc.	
Extend and create ABAB patterns – stick, leaf, stick, leaf.	Explore and represent patterns within numbers up to 10, including
Notice and correct an error in a repeating pattern.	evens and odds, double facts and how quantities can be distributed
Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then' Early Years Foundation Stage Curriculum      Companying	equally.
MathsComparingSubitising to fiveComposition of similarities/Composition of Representing 5 objectsComposition of 6,7,8, Numbers toComposition of numbers 9 and 10Building numbersDoubling Sharing and grouping Eve	
differences Sorting on a five frame Count 10 Adding/ Counting forwards beyond 10 and odd Problem	
into groups forwards and subtracting to and and backwards to using a range solving Exploring	
Exploring Numicon   backwards to 5   from 10 Combining   10 Recap   of resources   patterns between	
shapes Children Number bonds to 5 two groups to make composition of i.e. ten frames, numbers and	
learn that objects   More than/ fewer than   10 2D and 3D   numbers to 10   cubes and   shapes.	
can be sorted by	
height, size and and 3D shapes 10 Capacity. Noticing odd	
weight Day and 2D and 3D shapes and even	
night routines Days Time - yesterday, number	
of the week tomorrow, before, patterns.	
Prepositions after Weighing Estimating	
Repeating patterns using balance Counting on	
Counting and scales Exploring from a given	
representing the terms number	
numbers to five same/equal, more Composition of than and less than number	
numbers to five. Length and patterns	
measure between the	
tens and the	
one Adding Subtracting	
one Adding Subtracting Spatial	
Subtracting Subtracting	
Subtracting Spatial	

		Understandi	ing The World Aro	und US	(children understand that shapes can be combined and separated to make new shapes)		Early Learning Goals
<ul> <li>Explore colle</li> <li>Talk about when the second interes</li> <li>Explore howen the second interes</li> <li>Plant seeds and the second interes</li> <li>Understand the second interes</li> <li>Explore and the second interes</li> <li>Talk about the continue deventher the second interes</li> <li>Know that the second interes</li> </ul>	senses in hands on exctions of materials win hat they see, using a ware sense of their own lit in different occupation of the key features of the erstand the need to realk about different for e differences betweer reloping positive attitute.	fe-story and family's histo ons. lants. life cycle of a plant and ar spect and care for the nat	properties. ory. n animal. ural environment and a ney notice. s between people.	ney have experienced	or seen in photos.	Early Years	ELG: Past and Present Children at the expected level of development will:  • Talk about the lives of the people around them and their roles in society.  • Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class.  • Understand the past through settings, characters and events encountered in books read in class and storytelling.  ELG: People, Culture and Communities Children at the expected level of development will:  • Describe their immediate environment using knowledge from
Understanding The World Around us.	Exploring all about ourselves and our families Discussing how we are loved and how we can show love to others How we are loved by God and part of God's family Exploring toys from the past and present and identifying similarities and differences	Exploring seasonal changes, such as how leaves change in colour and texture in autumn The importance of recycling and how we can care for the environment	Learning how rainbows are formed Exploring how animals camouflage with their surroundings so that they cannot be easily seen by prey or predators	from the past and present and identifying similarities and differences Researching some key explorers and finding out about what they discovered	Growing – lifecycle of a plant Growing caterpillars – lifecycle of a caterpillar Learning about the role of a farmer and how they take care of animals Exploring where our food comes from	Exploring floating and sinking Exploring changing states of matter – freezing water and melting ice (liquids and solids)	<ul> <li>Observation, discussion, stories, non-fiction texts and maps.</li> <li>Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class.</li> <li>Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, nonfiction texts and – when appropriate – maps.</li> <li>ELG: The Natural World Children at the expected level of development will:</li> <li>Explore the natural world around them, making observations and drawing pictures of animals and plants.</li> <li>Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.</li> <li>Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.</li> </ul>
Begin to deve	imple pretend play, us elop complex stories u	Expre sing an object to represent using small world equipment anall worlds' with blocks an	ent like animal sets, dol	hough they are not sir ls and dolls houses et	c.	a park.	Early learning Goals  ELG: Creating with Materials Children at the expected level of development will:

- Explore different materials freely, in order to develop their ideas about how to use them and what to make.
- Develop their own ideas and then decide which materials to use to express them.
- Join different materials and explore different textures.
- Create closed shapes with continuous lines and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, such as representing a face with a circle and including details.
- Use drawing to represent ideas like movement or loud noises.

<ul> <li>Show differe</li> <li>Listen with ir</li> <li>Respond to v</li> <li>Remember a</li> <li>Sing the pitc</li> <li>Sing the mel</li> <li>Create play i</li> </ul>	ur and colour mixing. nt emotions in their d ncreased attention to what they have heard, and sing entire songs. h of a tone sung by ar odic shape (moving m nstruments with incre nd Mindfulness	drawings – happiness, sadn sounds. , expressing their thoughts	and feelings. n'). vn, down and up) of fam		Symmetrical butterflies Life cycle of a butterfly using a variety of pasta shapes Farm animal crafts 'Farm Shop' role play area	Underwater scenes using paint, sand and sea creature images Using water to 'paint' outside Using watercolour paints 'Pirate Ship' role play area	<ul> <li>Make use of props and materials when role playing characters in narratives and stories.</li> <li>ELG: Being Imaginative and Expressive Children at the expected level of development will:         <ul> <li>Invent, adapt and recount narratives and stories with peers and their teacher.</li> <li>Sing a range of well-known nursery rhymes and songs.</li> <li>Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.</li> </ul> </li> </ul>
		Phys	cal Development				Early Learning Goals
3 & 4-year-olds will Continue to develop	be learning to:						
Go up steps and sta	irs, or climb up appar	ancing, riding (scooters, tri ratus, using alternate feet.	·	skills.			Physical Development ELG: Gross Motor Skills Children at the expected level of development will:  • Negotiate space and obstacles safely with consideration for
Go up steps and sta Skip, hop, stand on o Use large-muscle m	irs, or climb up appar one leg and hold a pos novements to wave fla	ratus, using alternate feet. se for a game like musical ags and streamers, paint ar	statues. nd make marks.	skills.			
Go up steps and sta Skip, hop, stand on o Use large-muscle m Start taking part in s Increasingly be able	irs, or climb up appar one leg and hold a pos novements to wave fla come group activities to use and remembe	ratus, using alternate feet. se for a game like musical ags and streamers, paint ar which they make up for the requences and patterns	statues. nd make marks. emselves, or in teams. of movements which ar	e related to music and			expected level of development will:     Negotiate space and obstacles safely, with consideration for
Go up steps and sta Skip, hop, stand on o Use large-muscle m Start taking part in s Increasingly be able Match their developed depending on its len Choose the right res Collaborate with oth	irs, or climb up appar one leg and hold a pos novements to wave fla come group activities to use and remembe ing physical skills to to gth and width. ources to carry out the	ratus, using alternate feet. se for a game like musical ags and streamers, paint ar which they make up for the requences and patterns tasks and activities in the street own plan. For example, tems, such as moving a lor	statues. and make marks. amselves, or in teams. of movements which ar etting. For example, the choosing a spade to er and plank safely, carrying	e related to music and y decide whether to cl nlarge a small hole the	awl, walk or run a	•	Negotiate space and obstacles safely, with consideration for themselves and others.
Go up steps and state Skip, hop, stand on our Use large-muscle muscle muscle muscle musched taking part in substant developed depending on its lend Choose the right resubstant collaborate with oth Use one-handed too Use a comfortable gustart eating independing start eating start	irs, or climb up appar one leg and hold a pos novements to wave fla come group activities to use and remembe ing physical skills to to gth and width. ources to carry out the ers to manage large in ols and equipment, for rip with good control and dently and learning home.	ratus, using alternate feet. se for a game like musical ags and streamers, paint ar which they make up for the requences and patterns tasks and activities in the second patterns.	statues. ad make marks. amselves, or in teams. of movements which ar etting. For example, the choosing a spade to er ag plank safely, carrying paper with scissors.	e related to music and y decide whether to cl nlarge a small hole the	awl, walk or run a	•	<ul> <li>expected level of development will:</li> <li>Negotiate space and obstacles safely, with consideration for themselves and others.</li> <li>Demonstrate strength, balance and coordination when playing.</li> <li>Move energetically, such as running, jumping, dancing, hopping,</li> </ul>
Go up steps and state Skip, hop, stand on our Use large-muscle muscle muscle muscle musch taking part in substant taking on its lend to consider the right resubstant to the constant taking indepension of the constant taking part in substant	irs, or climb up appar one leg and hold a pos- novements to wave flat come group activities to use and remembe ing physical skills to to gth and width. ources to carry out the ers to manage large in ols and equipment, for rip with good control of dently and learning hour a dominant hand. pendent as they get dependent in meeting the	ratus, using alternate feet. se for a game like musical ags and streamers, paint ar which they make up for the resequences and patterns tasks and activities in the stream own plan. For example, tems, such as moving a lower example, making snips in when holding pens and perow to use a knife and fork. dressed and undressed, for heir own care needs, e.g. b	statues. and make marks. amselves, or in teams. of movements which ar etting. For example, the choosing a spade to er ag plank safely, carrying paper with scissors. ancils. example, putting coats arushing teeth, using the	e related to music and y decide whether to co nlarge a small hole the large hollow blocks. on and doing up zips.	awl, walk or run a	el.	<ul> <li>expected level of development will:</li> <li>Negotiate space and obstacles safely, with consideration for themselves and others.</li> <li>Demonstrate strength, balance and coordination when playing.</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.</li> <li>ELG: Fine Motor Skills Children at the expected level of</li> </ul>
Go up steps and state Skip, hop, stand on our Use large-muscle muscle muscle muscle musch taking part in substant taking on its lend to consider the right resubstant to the constant taking indepension of the constant taking part in substant	irs, or climb up appar one leg and hold a pos- novements to wave flat come group activities to use and remembe ing physical skills to to gth and width. ources to carry out the ers to manage large in ols and equipment, for rip with good control of dently and learning hour a dominant hand. pendent as they get dependent in meeting the	ratus, using alternate feet. se for a game like musical ags and streamers, paint ar which they make up for the resequences and patterns tasks and activities in the stream own plan. For example, tems, such as moving a lower example, making snips in when holding pens and person to use a knife and fork.	statues. and make marks. amselves, or in teams. of movements which ar etting. For example, the choosing a spade to er ag plank safely, carrying paper with scissors. ancils. example, putting coats arushing teeth, using the	e related to music and y decide whether to co nlarge a small hole the large hollow blocks. on and doing up zips.	awl, walk or run a	el.	<ul> <li>expected level of development will:</li> <li>Negotiate space and obstacles safely, with consideration for themselves and others.</li> <li>Demonstrate strength, balance and coordination when playing.</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.</li> <li>ELG: Fine Motor Skills Children at the expected level of development will:</li> <li>Hold a pencil effectively in preparation for fluent writing – using the</li> </ul>
Go up steps and state Skip, hop, stand on our Use large-muscle muscle muscle muscle musched taking part in such their developed depending on its lend Choose the right resultable of Collaborate with oth the Use one-handed too Use a comfortable guide Start eating independent of the Show a preference for the Be increasingly indesultable Make healthy choice	irs, or climb up appar one leg and hold a pos- novements to wave flat come group activities to use and remembe ing physical skills to to gth and width. ources to carry out the ers to manage large in ols and equipment, for it p with good control of dently and learning hour a dominant hand. pendent as they get dependent in meeting the es about food, drink, and	ratus, using alternate feet. see for a game like musical ags and streamers, paint ar which they make up for the resequences and patterns tasks and activities in the same own plan. For example, tems, such as moving a low rexample, making snips in when holding pens and perow to use a knife and fork. It is a sectivity and tooth brushing activity and tooth brushing	statues. and make marks. amselves, or in teams. of movements which ar etting. For example, the choosing a spade to er ag plank safely, carrying paper with scissors. ancils. example, putting coats rushing teeth, using the	e related to music and y decide whether to containing a small hole the large hollow blocks.  on and doing up zips.	awl, walk or run a y dug with a trowe	el. horoughly.	<ul> <li>expected level of development will:</li> <li>Negotiate space and obstacles safely, with consideration for themselves and others.</li> <li>Demonstrate strength, balance and coordination when playing.</li> <li>Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.</li> <li>ELG: Fine Motor Skills Children at the expected level of development will:</li> <li>Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases.</li> </ul>

• Safely use and explore a variety of materials, tools and

and function.

techniques, experimenting with colour, design, texture, form

Share their creations, explaining the process they have used.

#### **Personal, Social and Emotional Development Early Learning Goals** ELG: Self-Regulation Children at the expected level of development 3 & 4-year-olds will be learning to: Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen, or one which is suggested to them. Develop their sense of responsibility and membership of a community. • Show an understanding of their own feelings and those of others, and Become more outgoing with unfamiliar people, in the safe context of their setting. begin to regulate their behaviour accordingly Show more confidence in new social situations. Play with one or more other children, extending and elaborating play ideas. Set and work towards simple goals, being able to wait for what they Find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas. want and control their immediate impulses when appropriate Increasingly follow rules, understanding why they are important. Remember rules without needing an adult to remind them • Give focused attention to what the teacher says, responding Develop appropriate ways of being assertive. appropriately even when engaged in activity, and show an ability to Talk with others to solve conflicts. follow instructions involving several ideas or actions. Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'. • Understand gradually how others might be feeling **ELG:** Managing Self Children at the expected level of development Personal, social. Settling in games Learning about why it **Exploring and** Learning about Identifying the Learning about oral emotional and activities to is important to share identifying feelings healthy eating and qualities of a health Transition to development. help the children Taking turns and thinking about how we can keep good friend Year 1 • Be confident to try new activities and show independence, resilience our bodies fit and and thinking of get to know one scenarios that can and perseverance in the face of challenge. healthy another and the make us feel ways in which school routines different emotions we can be a • Explain the reasons for rules, know right from wrong and try to behave good friend to and rules Sharing accordingly. others talents Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices. ELG: Building Relationships Children at the expected level of development will: • Work and play cooperatively and take turns with others. • Form positive attachments to adults and friendships with peers Show sensitivity to their own and to others' needs. **Interactions & Therapies** Communication **Attention Autism Attention Autism Attention Autism Attention Autism** Attention **Attention Autism** Inclusion, Independence, Self-worth Intensive Interaction Book -Play Intensive Interaction **Intensive Autism** Intensive Intensive PECs **Interaction Intensive** Development -Interaction **PECs** Interaction **PECs** Symbol Exchange **PECs** Makaton Makaton Interaction PECs Transition Makaton Zones of Regulation **Zones of Regulation** Makaton **PECs** Makaton Zones of Makaton Zones of **BLAST BLAST** Makaton Zones of **PECS** Regulation Regulation Zones of Regulation **BLAST** Regulation **BLAST** Intensive **BLAST** Interaction Zones of Regulations Makaton Sign- a coat, happy, sad, sitting, build, draw, big, small, more, Revision of all signs help, more, toilet, please, thank long Signs drink, home, good together, look, eat pig, paint, bike, who, lots of, soft play, you park, go, morning (other animals) were lunch Serenity School stop, big, playground.

A Holistic Approach to Education and Childhood Development

Self-regulation	Mindfulness	Sound Bowls	Yoga	Mindfulness	Sound Bowls	Yoga
	Wake Up Shake up	Wake Up Shake up	Wake Up Shake up	Wake Up Shake up	Wake Up Shake	Wake Up Shake up
	SALT Functional	SALT Functional Play	SALT Functional	SALT Functional	up	SALT Functional
	Play Skills	Skills	Play Skills	Play Skills	SALT	Play Skills
	Sensory Circuits	Sensory Circuits	Sensory Circuits	Sensory Circuits	Functional Play	Sensory Circuits
					Skills	
					Sensory	
					Circuits	