CoEL

Characteristics of Effective Learning

Playing and exploring:

Children investigate and experience things, and 'have a go'.

Children who actively participate in their own play develop a larger store of information and experiences to draw on which positively supports their learning

Active learning:

Children concentrate and keep on trying if they encounter difficulties. They are proud of their own achievements. For children to develop into self-regulating, lifelong learners they are required to take ownership, accept challenges and learn persistence.

Creating and thinking critically:

Children develop their own ideas and make links between these ideas. They think flexibly and rationally, drawing on previous experiences which help them to solve problems and reach conclusions.

Unique Child:

Every child is unique and has the potential to be resilient, capable, confident and self-assured.

Positive Relationships:

Children flourish with warm, strong & positive partnerships between all staff and parents/carers. This promotes independence across the EYFS curriculum. Children, parents and practitioners will work together as a school community.

Enabling environments:

Children learn and develop well in safe and secure environments where routines are established and where adults respond to their individual needs and passions and help them to build upon their learning over time.

Learning and Development:

Children develop and learn at different rates (not in different ways as it stated 2017). We must be aware of children who need greater support than others.

Play:

At Penbridge, we understand that children learn best when they are absorbed, interested and active. We understand that active learning involves other children, adults, objects, ideas, stimuli and events that aim to engage and involve children for sustained periods. We believe that Early Years education should be as practical as possible and therefore, we are proud that our EYFS setting has an underlying ethos of 'Learning through play'. Play is essential for children's development across all areas. Play builds on children's confidence as they learn to explore, to relate to others around them and develop relationships, set their own goals and solve problems. Children learn by leading their own play and by taking part in play which is guided by adults.'.

EYFS Team

We will ensure that all children learn and develop well and are kept healthy and safe at all times.

	PSED	Com & Lang	Physical	Literacy	Maths	UW	EAD
Aut 1	Build relationships. Show an	Settling in activities.	ABC assessment on	Select books that	Counting songs.	Discussions	Exploring role play, songs,
What makes me	understanding of their own	Making friends – finding	entry. Dough disco.	should be familiar –	Subitising and cardinality	around	stories, acting out stories.
marvellous?	feelings and those of others,	out about each other	Threading. Playdough.	display. Chn show	1, 2, 3.	families/routine	Self portraits.
	and begin to regulate their	through circle times. Bring	Assess walking	interest in		s/ customs.	Drawing/painting
Baseline	behaviour accordingly. Set	in photos - Children talking	/running/throwing	stories/rhymes.	Comparison- introduce		family/friends.
	and work towards simple	about experiences that are	balls. Any concerns	Encourage good	more than and less than		
Texts – We're	goals, being able to wait for	familiar to them. Rhyming	use BEAM	routines L to R –	(just by looking)		
Going on a bear	what they want and control	and alliteration in familiar	intervention.	follow print. Discuss			
hunt	their immediate impulses	print. Shared stories.		pictures. Introduce	Recognise sequences		
Colour Monster	when appropriate. Give	Model talk routines		phonics week 3.	pattern.		
	focused attention to what the	through the day e.g.		Assess name	Recognise specific		
	teacher says, responding	"Good morning, how are		writing. Name	attributes. Like a stick is		
	appropriately even when	you?"		writing daily.	long and an adult is tall.		
	engaged in activity, and show						
	an ability to follow						
	instructions involving several						
	ideas or actions.						
Aut 2	Begin to include others in	Model good listening	Start PE – getting	Start Drawing Club.	1 more/1 less. Counting	Talk about how	Shape clay – diva pots.
How do you	their imaginative play/games.	skills/talking partners.	changed.	VC/CVC oral/aural	accurately – check.	they celebrate	Wax resist for fireworks.
celebrate?	Shows confidence in the	Focus on following	Start Drawing Club.	blending. Name	Counting to 10.	and customs	Pastels on black paper for
	routines of school. Introduce	instructions. Opportunities	Scissors skills – using	writing daily.		they have. Use	fireworks.
Texts –	zones of regulation - colour	to understand questions	helping hand when	Tricky words phase	Verbally count beyond	photos from	Draw/create autumn
Stick Man	monster.	and begin to answer	cutting. Beginning to	2.	20.	home.	pictures.
Dear Santa		why/how. Story time -	form some	Making lists.	Composition of 3 and 4.	Fireworks	Xmas crafts – parents in.
Nativity		make predictions, ask	recognisable letters –	Caption writing.		Diwali	
		questions around retrieval.	for name/mum/dad.		Create a repeating ABAB	Christmas	
			Dough disco.		pattern.	Look at changes	
			Threading. Playdough.		Use vocab of	in the seasons –	
					longer/shorter and	similarities/diff	
					heavier/lighter.	erences.	
					Identify sphere or cube	Autumn walk –	
					from a group of 3D	collect autumn	
					shapes.	objects to	
						discuss.	
Spr 1	Settle back into routines after	Using talk to describe their	Chn should be using	CVC/CVCC/ CCVC	Focus on 6 & 7 as '5 and	Technology -	Select materials for purpose
What is your	holiday. Shows confidence	toys – develop nouns	tripod grip. Chn can	segmenting and	a bit'.	beebots	 Design and make their
favourite toy?	and perseverance. Show	around materials,	select ways to move	blending. Tricky	Compare sets using		own toys using junk
	empathy towards others.	describing usong	and do this with ease	words phase 3.	more than, less that and		modelling.
Texts –		adjectives. Uses language	and safety. Shows	Caption and	equal to. Make unequal		
Dogger		to create roles in play.	increasing accuracy	sentence writing.	sets equal.		
The Toy Sale		Story time - make	when	Letter formation is			
Non fiction		predictions, ask questions	throwing/kicking balls.	improving.			

		T	T			,
	around retrieval and model inference.	Dough disco. Threading. Playdough. More control being used over tools.		Match numeral to quantity and focus on ordinality. Create a specific pattern like AAB Compare and		
				match a wider variety of shapes with the same siz e and orientation. Recognise basic 3D shapes.		
Understanding of fair/unfair. Begin to solve problems.	Explains their thinking in different situations. Can describe events. Story time – reading web, work on	Jumps off an object and lands appropriately using hands, arms and body	Sentence writing. Use CL for I. Use story maps. Write wanted posters.	Doubles. Composition of 7 & 8. Odd and even numbers.	Look at changes in the seasons – similarities/diff erences.	Printing using vegetables. Make superhero masks.
	comprehension.	to stabilise and balance. Dough disco. Threading. Playdough.	Writing recipes. Label plants.	Combine shapes to make a picture. Begin to use units to compare things		Design and make own Supertato. Design and make a healthy
		used over tools. Understands about how to keep healthy and can make healthy plates/ superhero energy drink.		compare things.		plate – collage.
school trip. Solve behaviour difficulties using taught strategies (zones of regulation). Can solve	Use past, present and future tenses when talking. Can explain their thinking and clarify and give reasons. Story time –	Focus on drawing pictures of animals with increasing care and accuracy around pencil control.	Chn use story maps/flow maps to create a story. Label animals. Write recount using	Automatic recall of number bonds to 5. Introduce the Rekenrek. Review of number	Make observations about animals – talk about baby animals and	Enjoy performing role play scenes, songs, dances. Selecting materials carefully for a purpose – making informed choices. Design
disagreements with others – asking for support if needed.	reading web, work on comprehension.	Handwriting families. Obstacle activities children moving over, under, through and around equipment Encourage children to be highly active and get out of breath several times every day. Provide opportunities for children to, spin, rock, tilt, fall, slide and bounce. Dance / moving to music.	photos of trip. Use phonics well when spelling. Read simple sentences when text is phonetically decodable. Read phase 2 and 3 tricky words. Phase 4 tricky words.	patterns, composition of numbers to 10, comparison and counting. Predict results of moving shapes using mental images (any direction or amount). Use time sequencing vocabulary.	their names. Talk about where food comes from. Technology – drawing pictures on 2paint, write a sentence	and make animal homes. Paintings on animals – colour mixing. Models of animals.
	Can modify behaviour on school trip. Solve behaviour difficulties using taught strategies (zones of regulation). Can solve disagreements with others –	Understanding of fair/unfair. Begin to solve problems. Explains their thinking in different situations. Can describe events. Story time — reading web, work on comprehension. Use past, present and future tenses when talking. Can explain their thinking and clarify and give reasons. Story time — reading web, work on	Understanding of fair/unfair. Begin to solve problems. Explains their thinking in different situations. Can describe events. Story time reading web, work on comprehension. Can modify behaviour on school trip. Solve behaviour difficulties using taught strategies (zones of regulation). Can solve disagreements with others – asking for support if needed. Use past, present and future tenses when talking. Can explain their thinking and clarify and give reasons. Story time – reading web, work on comprehension. 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Composition of

Sum 2	Can play games and take	Build upon stories and use	Ball skills- aiming,	Chn use story	Counting larger sets of	Growing	Enjoy performing role play
Can you tell me a	turns with little adult support.	phrases that are familiar in	dribbling, pushing,	maps/flow maps to	objects.	beans/cress –	scenes, songs, dances.
story?	Show interest in other chn's	their own talk, play and	throwing & catching,	create a story.	Subitising to 6.	understanding	Selecting materials carefully
	play and build upon this.	learning. Develop	patting, or kicking.	Write wanted	Composition of 10.	what plants	for a purpose – making
Texts -		narratives. Story time –	Focus on drawing	poster.	Comparison- linked to	need to grow	informed choices.
Jack and the		reading web, work on	pictures for stories	Use phonics well	ordinality.	well.	
beanstalk		comprehension.	with increasing care	when spelling. Read		Technology –	Make a bridge.
3 Billy Goats			and accuracy around	simple sentences	Name shapes: circles,	drawing	
Gruff			pencil control.	when text is	squares, and triangles.	pictures on	Make a beanstalk.
			Handwriting	phonetically	Rotate and reflect	2paint, write a	
			formation is improving	decodable. Read	shapes to fit into a	sentence.	
			 build this into 	phase 2 and 3 tricky	puzzle to create a shape		
			interventions as	words. Phase 4	or picture.		
			needed.	tricky words.			