Foundation Stage Curriculum Map
Summer Term 2026

Understanding the World
Animal life cycles. Cut and stick sequencing.
Describe / write each stage.
History of vehicles. Put pictures of different transport from different times in order from oldest to newest.
Habitats. Match the animal to the habitat. Weather / foods / maps.
Who am I/ Guess the animal.
Forces.
Under the sea food chain.
Healthy eating / fruit and veg classification.
Where does food come from?
People who help us: Police, Firemen, Doctors , Vets

Personal, Social and Emotional Development
Jigsaw: Building positive, healthy relationships.
What do animals need? How do we take care of them?
What do animals mean to us?
Positive relationships.
Ask questions about different animals to develop own knowledge and understanding.
Share knowledge of animals with others.

Literacy
Nursery Rhymes:
FS1: Incy Wincy Spider, Old Macdonald, Little Bo Peep.
FS2: 5 Green and speckled frogs. The Grand old Duke of York.
Key Stories:
FS1: The Very Hungry Caterpillar by Eric Carle. Ol Frog, Dear Zoo, A squash and a Squeeze.
FS2: What the Ladybird Heard – Julia Donaldson.
Superworm, The tadpoles Promise, Rainbow Fish.

Physical Development

Following directions / giving directions.
Games in PE.
Animal movement. Can you move like an animal?
Fine motor activities in provision: Pegs 2 Paper.
Peg the correct number of legs on the animals.

Expressive Arts and Design
Creating symmetrical patterns to make a butterfly.
Create a new pet / imaginary creature. My dream pet.
Jungle collage.
Colour mixing- primary and secondary. Painting with different tools e.g. different sized brushes, sponges, cotton buds etc. Painting habitats to stick animals on.
Drawing animal stripes with wax crayon then painting over.
Design and make a bug hotel.

Mathematics
White Rose Maths:
- FS1: Sequencing, positional language, more then, less than, 2D and 3D shape.. Number composition, what comes first, what comes after. Numbers to 5.

-FS2: To 20 and beyond. First, then, now. Pattern. On the Move. / positional language.

Create a class pictogram to show our pets.

Communication and Language

Rhyme. Description.

Giving directions / create a map.

Match animals to the sounds. Listening activity.

My Pets. I have a pet….

Retelling familiar stories. Changing the ending / characters in a familiar story.