



Long Term Plan

People and communities

ELG 1: Children talk about past and present events in their own lives and in the lives of family members.

ELG 2: They know that other children don't always enjoy the same things, and are sensitive to this.

ELG 3: They know about similarities and differences between themselves and others, and among families, communities and traditions.

Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to family or friends.

Recognises and describes special times or events for family or friends.

Remembers and talks about significant events in their own experiences.

Shows interest in different occupations and ways of life.

Shows interest in the lives of people who are familiar to them.

The world

ELG 4: Children know about similarities and differences in relation to places, objects, materials and living things.

ELG 5: They talk about the features of their own immediate environment and how environments might vary from one another.

ELG 6: They make observations of animals and plants and explain why some things occur, and talk about changes.

Comments and asks questions about aspects of their familiar world such as the place where they live or the natural world.

Can talk about some of the things they have observed such as plants, animals, natural and found objects.

Talk about why things happen and how things work.

Developing an understanding of growth, decay and changes over time.

Shows care and concern for living things and the environment.

Looks closely at similarities, differences, patterns and change.

Technology

ELG 7: Children recognise that a range of technology is used in places such as homes and schools.

ELG 8: They select and use technology for particular purposes.

Knows how to operate simple equipment.

Shows an interest in technological toys with knobs or pulleys, or real objects.

Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movement or new images.

Knows that information can be retrieved from computers.

Completes a simple program on a computer.

Interacts with age-appropriate computer software.