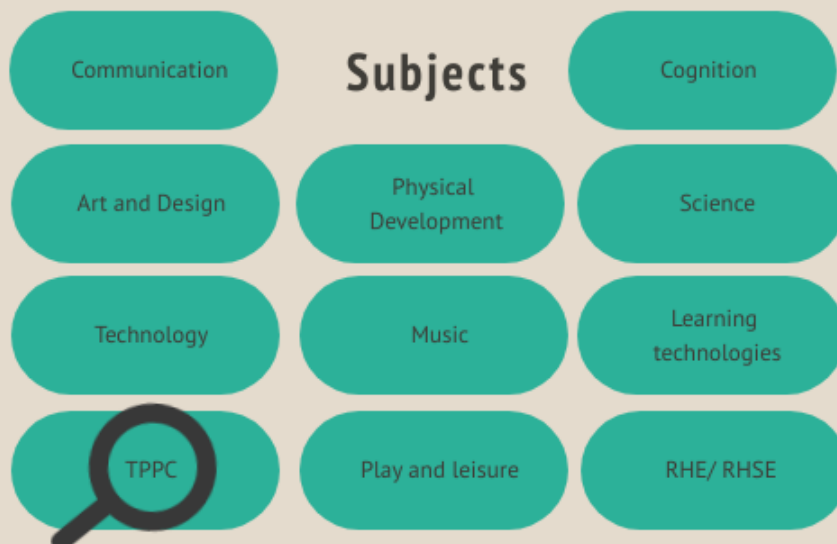


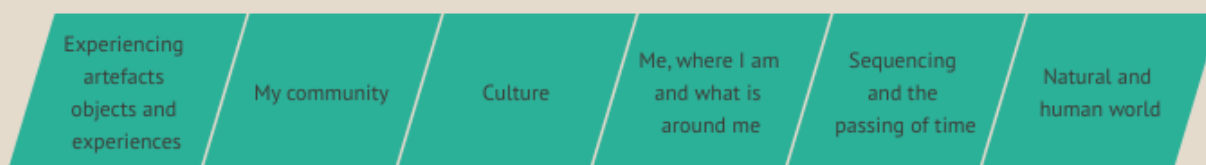
# The Early Development Curriculum



TPPC



## Strands



1 strand every half term  
strands repeated every year

## Planning and assessment

Stepping Out  
**Learning Journeys**  
Emergent concept Early Development  
**Footsteps**



## The Early Development Curriculum Strands:

	AUTUMN		SPRING		SUMMER	
<b>Art &amp; Design</b>	Response, exploration and experimentation					
	Media	Art appreciation	Expressing myself	Artist appreciation	What happens if I?	Recreating styles
<b>Design &amp; Technology</b>	Experience, Investigate, Make					
<b>Learning Technologies</b>	Personalised access skills progression (switch, eye gaze, touch screen)					
	Controlling machines	How do I control it?	Creative technology	What can I find out?	Technology to help me live	Technology to help me learn
<b>Music</b>	Listening to sounds	Responding to sounds	Making sounds	Experimenting with sounds	Music appreciation	Sequencing sounds
<b>Play and Leisure</b>	Motor and physical play	Exploring and sensory play	Social play	Exploring and sensory play	Motor and physical play	Social play
<b>Physical Education</b>	Body awareness	Flexibility	Balance and control	Supported movement experiences	Body part focus	Strength and refinement
<b>Science</b>	Experiencing exploring and observing					
	Materials and their properties		Physical processes		Life processes, living things and their environments	
<b>Sex &amp; Relationships Education</b>	Learning takes place through a range of self-care and personalised discreet learning opportunities across the curriculum with a focus on body awareness					
<b>Time, People, Places &amp; Culture</b>	Artefacts, objects, and experiences	My community	Culture	Me, where I am and what is around me	Sequencing and the passing of time	Natural and human world

## Children working at Early Development and Emergent Concept levels

Core learning is derived from the Footsteps and Stepping Out progression frameworks and assessments. Curriculum coverage outlined below provides the key strands of each subject and contexts and opportunities for learners working at these levels to practice their core learning through rich and broad experiences related to a subject. Key strands within each subject are mapped out over an annual cycle, providing opportunities to revisit the fundamental elements of these.

Science	Design & Technology	Play & Leisure	Music	Art & Design	TPPC
Communication and Literacy	Cognition & Numeracy	Physical Development	Learning Technologies		
Essential Skills: Self Care Skills, Learning Skills, Social Skills, Communication					