







# Year 1 Long Term 2025 - 2026

	Autumn 1 	Autumn 2 	Spring 1 	Spring 2 	Summer 1 	Summer 2 
<b>Topic</b>	History - Castles	Geography – London	History – The Great Fire of London	Geography – The Seaside	History - Belonging	Geography - Whinmoor
<b>English</b>	Narrative – Farmer Dan Instructions- How to train a dragon (Albie)	Non-Chronological Report – castles/knights Narrative – Mog	Recount- Great Fire of London Narrative- Bog Baby	Fantasy narrative- Albie tales	Narrative- Grandad's Island. Recount- World Cup win 1966.	Phonics Bootcamp Narrative- Bubbles
<b>Maths</b>	Place Value within 10	Addition & Subtraction within 10  Shape	Place Value within 20  Addition & Subtraction within 20	Place Value within 50  Length & Height  Mass & Volume	Multiplication & Division  Fractions  Position & Direction	Place Value within 100  Money  Time
<b>Science</b>	The Human Body Seasonal Changes	Materials Seasonal Changes	Plants Animals	Caring for the planet Seasonal Changes Plants	Plants	Growing & Cooking Seasonal Changes
<b>RE</b>	Belonging -Who am I? What does it mean to belong?	Incarnation - Why does Christmas matter to Christians?	Creation - Who made the world?	Salvation - Why does Easter matter to Christians?	Gospel -What is the good news Christians believe Jesus brings?	Islam -Who is a Muslim and what do they believe?

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<b>PSHE</b>	Mental Health and emotional wellbeing: Feelings  MindMate- Feeling good and being me	Identity, society, and Equality: Me and others  MindMate- Friends and family	Keeping safe and managing risk: Feeling safe  MindMate-Life Changes	Relationships/Health Education: Growing and Changing - Boys and girls, families  NSPCC – PANTS  MindMate-Strong Emotions	Drug, alcohol and tobacco education: What do we put into our bodies?  Careers, financial capability and economic wellbeing: My Money  MindMate-Being the same, being different	Physical Health and Wellbeing: Fun Times  MindMate- Solving problems/making it better.
<b>Computing</b>	Computing systems and Networks	Creating Media Digital Painting	Programming A – Moving a robot	Data and information	Creating Media Digital Writing	Programming B – Programming animations
<b>Art</b>	Drawing and Sketching  Spirals		Surface and Colour  Exploring watercolours		Working in 3D	
<b>DT</b>		Structures		Cooking and Nutrition		
<b>Music</b>	Hey you	Rhythm in the way we walk and the Banana Rap	In the Groove	Round and Round	Your Imagination	Reflect, Rewind and Replay