

Year 1: - Long Term Plan (2026-2027)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Science	Animals Including Humans- Humans Funnybones	PART 1- Day and Night- Link to Geography-Continent (pre-teach) PART 2- Seasonal Changes- Autumn & Winter	Materials	Plants	Animals Including Humans- Animals	PART 1- Animals Including Humans- Animals (continued) PART 2- Seasonal Changes- Spring & Summer
History / Geography	Geography- The UK: Which country do I live in?	History: How has Mary Anning allowed us to learn about the past and dinosaurs?	Geography- Continents: Where are the continents?	History: How have toys changed over time?	Geography- Weather: What is the weather like in the UK?	History: What is it like to be a Monarch?
Art / DT	Art- Imagined Compositions, Drawing.	DT- Food.	DT- Freestanding Structure. Children create their own playgrounds.	Art- 3D Sculpture & Modelling (Mixed Media).	DT- Textiles- sewing waistcoats to be sold in Halibut Jackson's shop.	Art- Figure Drawing & Printing.
R.E	The Creation Story- Does God want Christians to Look After the World? (Christianity)	The Christmas Story- What gifts might Christians in my town have given Jesus if he had been born	Jesus as a Friend- Was it always easy for Jesus to show friendship? (Christianity)	Easter- Palm Sunday, What was Jesus welcomed like a celebrity by the	Shabbat- Is Shabbat important to Jewish children? (Judaism)	Rosh Hashanah & Yom Kippur- Are Rosh Hashanah and Yom Kippur important to Jewish children?

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		here rather than in Bethlehem? (Christianity)		crowds on Palm Sunday? (Christianity)		(Judaism)
PE	Dance	Gymnastics	Yoga	Net & Wall	Invasion	Athletics
GAMES	Fundamentals	Ball Games	Sending & Receiving	Teambuilding	Target Games	Striking & Fielding
Computing	Teach Computing Unit 1: Technology Around Us (Develop understanding of technology and how it can help them in their everyday lives)	Teach Computing Unit 3: Programming A- Moving Robot (Introduce early programming concepts)	Teach Computing Unit 4: Data & Information (introduces learners to data and information)	Teach Computing Unit 6: Programming B- Introduction to Animation (introduced to on screen programming through ScratchJr)	Teach Computing Unit 5: Creating Media Digital Writing (Develop their understanding of the various aspects of using a computer to create and manipulate text)	Teach Computing Unit 2: Creating Media- Digital Painting (Learners will develop their understanding of a range of tools used for digital painting)
RSHE	Making friends: playing and learning together	Mental health and Wellbeing	Celebrating me, you and our families	Safety at home	Being healthy	Showing kindness to ourselves and others
Music	My Musical Heartbeat	Dance, Sing and Play!	Exploring Sounds	Learning to Listen	Having Fun With Improvisation	Let's Perform Together!