



Year 1	Autumn	Spring	Summer
Topic	Family and Friends: Key Enquiry Question: Where do I belong?	Shape colour and pattern Key Enquiry Question: How do shapes, colours and patterns help us understand the world?	Habitats and the animal kingdom Key Enquiry Question: How do animals live and adapt to their environment?
Power of Reading	Lower Senior – Stanley's stick Upper Senior - Gorilla All - Traditional stories; Little red riding hood and other stories, 3 billy goats gruff	Lower Senior – Pet potato Upper Senior - The bee who spoke All - Poetry: The puffin book of first poems	Lower Senior – One day on our blue planet and What it's like to be a bird Upper Senior - Slug life and Hummingbird
English	Poems about family and friendship, descriptive writing about a friend or family member. Explore stories that highlight relationships and emotions. Role play scenarios involving friendship, family routines, and celebrations. Use Colourful Semantics to build sentences, describe people using adjectives, and express feelings using AAC or symbol-supported writing.	Explore shape poems and acrostics using colour and pattern vocabulary. Read and respond to poems about nature and design. Create descriptive writing based on visual stimuli (e.g., colourful artwork, patterned objects). Use Colourful Semantics to build sentences about shapes and colours.	Write animal fact files and habitat descriptions. Create poems about animals and their movements. Sensory stories about jungle, ocean, or desert habitats. Explore non-fiction texts about wildlife and conservation.
Mathematics	Counting and recognising numbers up to 100, place value using base-10 blocks, counting in 2s. Compare heights, ages, and shoe sizes of family members. Create pictograms and bar charts showing family sizes, pets, or favourite activities. Explore shapes through family-related objects (e.g., round plates, square photo frames).	Recognise and name 2D and 3D shapes. Explore symmetry and pattern through art and nature. Sorting and classifying objects by shape, size, and colour. Simple data collection: favourite colours, shapes in the classroom.	Counting animals and sorting by features (e.g., legs, wings). Measuring animal sizes and comparing habitats. Simple graphs: favourite animals, types of pets. Time: daily routines of animals (e.g., nocturnal vs diurnal).
Science	Focus: Evolution and inheritance.	Investigate light and colour (e.g., rainbows, prisms). Explore materials and their properties (e.g., transparent, opaque).	Explore different habitats (e.g., rainforest, ocean, desert). Investigate animal adaptations and survival.

	<p>Activities: Explore how we are similar and different from our family members, look at baby photos and adult photos, match animal parents and offspring. Recording: Use simple diagrams, sorting activities, and symbol-supported worksheets to show understanding.</p>	<p>Simple experiments with shadows and reflections. Record findings using drawings and simple labels.</p>	<p>Classify animals (e.g., mammals, birds, reptiles). Create simple food chains and life cycles.</p>
Humanities	<p>History Focus: Romans, Saxons, Vikings, and Normans – explore family life in the past. Geography Focus: Where do our families come from? Use maps to locate countries of origin. Skills: Create a simple family tree, explore timelines of personal and historical events, compare past and present homes.</p>	<p>Explore patterns in nature and architecture (e.g., Roman mosaics, Islamic art). Map work: identifying shapes in maps and buildings. Study cultural patterns and symbols (e.g., Aboriginal art, African textiles).</p>	<p>Map work: where do animals live around the world? Explore indigenous cultures and their relationships with animals. Study historical uses of animals (e.g., farming, transport).</p>
Art	<p>Observing peers in motion/making observational drawings of peers Looking at dolls/Lego figures/toys creating still life drawings using pencil/ line and tone. Using playdough to create an idea of a figure. Use wire/paper Mache to create figure of a person.</p>	<p>Create repeating patterns using printing techniques. Explore colour mixing and the colour wheel. Use shapes to create abstract art. Study artists like Kandinsky, Mondrian, and Romero Britto.</p>	<p>Create animal masks and sculptures. Use texture and colour to represent fur, feathers, scales. Explore camouflage and pattern in nature. Study artists like Henri Rousseau and Frida Kahlo (animal themes).</p>
Food and Nutrition	<p>Tasting and describing cereals, making breakfast cereals and different types of cold breakfast Learn about the benefits of eating breakfast and making healthier choices</p>	<p>Explore colourful fruits and vegetables. Create patterned snacks (e.g., fruit kebabs, layered sandwiches). Discuss food presentation and how colour affects appetite.</p>	<p>Explore foods from different habitats (e.g., tropical fruits). Make animal-themed snacks (e.g., bear toast, fruit bugs). Discuss food chains and where our food comes from.</p>
Computing	<p>Photos, comics: Take photographs, simple edits for a purpose and create and plan comic strip to give a message</p>	<p>Use digital tools to create patterns and designs. Explore symmetry and shape in digital art. Create a class digital collage of favourite colours and patterns.</p>	<p>Create a digital habitat collage. Use simple animation to show animal movement. Research and present facts about a chosen animal.</p>
Music	<p>Students should begin to develop their knowledge of instruments of the woodwind and string families in a variety of different styles and contexts e.g. name the instruments, identify commonalities, attribute timbre and tonality etc.</p>	<p>Explore rhythm and pattern in music. Use percussion instruments to create repeating patterns. Respond to music with movement and colour (e.g., painting to music).</p>	<p>Create soundscapes for different habitats. Use instruments to mimic animal sounds. Sing songs about animals and nature.</p>
PE	<p>Focus: Outdoor education, swimming, and cycling. Activities: Participate in family-themed games, learn basic cycling safety, and engage in swimming routines. Skills: Develop coordination, teamwork, and confidence in physical activities.</p>	<p>Movement games using shapes (e.g., shape stations). Dance routines exploring pattern and repetition. Continue swimming and cycling with a focus on coordination.</p>	<p>Movement inspired by animals (e.g., slithering, hopping). Jungle-themed obstacle courses. Continue swimming and cycling with a focus on stamina.</p>

<p>RE</p>	<p>Focus: Creation stories and family beliefs. Activities: Explore creation stories from five religions, compare similarities and differences, discuss family traditions. Skills: Use art and drama to express beliefs, create a class display of family values and symbols.</p>	<p>Explore symbolic colours and patterns in religious celebrations (e.g., Holi, Diwali). Create mandalas or rangoli patterns. Discuss how colour and pattern express belief and identity.</p>	<p>Explore animals in religious stories and symbolism. Discuss respect for living things in different faiths. Create a class "Animal Blessing" mural.</p>
<p>RSHE</p>	<p>Gender - A detailed exploration into gender identities in the family, school and society Producing posters promoting equality of opportunity for all.</p>	<p>Explore personal preferences in colour and style. Discuss how we express ourselves through clothing and design. Promote self-expression and respect for others' choices.</p>	<p>Explore emotions through animal metaphors (e.g., brave as a lion). Discuss caring for pets and responsibility. Promote empathy and kindness through animal stories.</p>
<p>Work related Learning</p>	<p>Focus: Leisure activities and personal interests. Activities: Present a favourite hobby or activity to the class, explore jobs linked to interests (e.g., artist, athlete). Skills: Develop confidence in self-presentation, use symbols or AAC to share preferences.</p>	<p>Explore jobs linked to design and pattern (e.g., artist, fashion designer). Create a simple portfolio of personal designs. Present a favourite colour or pattern and explain why.</p>	<p>Explore jobs linked to animals (e.g., vet, zookeeper). Create a simple animal care guide. Visit or research a local animal centre or farm.</p>

