

Curriculum Overview Class 1 2026 - 2027

	<u>Autumn 1</u> <u>Topic:</u> <u>Into the woods!</u>	<u>Autumn 2:</u> <u>Topic:</u> <u>Once upon a time</u>	<u>Spring 1</u> <u>Topic:</u> <u>Arctic Adventures</u>	<u>Spring 2:</u> <u>Topic</u> <u>Terrific Toys</u>	<u>Summer 1</u> <u>Topic:</u> <u>Castles and Dragons</u>	<u>Summer 2</u> <u>Topic:</u> <u>Castles and Dragons</u>
<u>English Core Text</u>	The Gruffalo	The Jolly Postman	Lost and Found The Little Boat	Lost in the Museum	Dare to care: Pet Dragon	Look inside a castle
<u>Writing Genres</u>	Lists Captions	Letters Character descriptions	Narratives NC Report	Narrative Instructions	The Queen's Hat (Write Stuff) Instructions	NC Report Dragon Poems
<u>SPAG Objectives</u>	Finger Spaces Full Stops Capital Letters	Sentences Singular and plural Exclamation Marks	Sequencing Sentences Noun phrases Singular and plural Question Marks	Verb suffixes –ed –ing –er Adverbs 'and' End marks	Prefix un- Sequencing Sentences 'and' End marks	
<u>Maths</u>	NCETM Mastery Number: Previous experiences counting with 100	NCETM Mastery Comparison of quantities and Part Whole Relationships Number: Counting small sets, partitioning numbers, ordinal numbers, one more, one less	NCETM Mastery Geometry: Shape Number and Place Value within 10 - partitioning, odd and even numbers	NCETM Mastery Addition and subtraction – number bonds, adding and subtracting from a number, finding the difference	NCETM Mastery Number place value: 0-100, counting in 10s, tens and ones Number: Fractions Measure: Money	NCETM Mastery Number: Place Value within 100 Geometry: position, direction and movement Measure: Time
<u>Science</u>	Every day materials	Every day materials continued	Animals and Humans	Animals and Humans continued	Plants	Investigating like Scientists
	Seasonal changes: Autumn/Winter		Seasonal changes: Spring		Seasonal changes: Summer	
<u>Computing</u> Online Safety	NOS: Self-image and identity	NOS unit: online relationships	Feb: Safer internet Day activities & NOS unit: online reputation	NOS unit: Online bullying	NOS unit: Health, Wellbeing & Lifestyle	NOS unit: Privacy and security
Computing	Explore iPads and various apps. Log on & create Purple Mash Avatar.	Unit 1.3 Pictograms Unit	Unit 1.4 Lego builders	Unit 1.5 Maze explorers	Unit 1.7 Coding	Unit 1.6 Animated Story Books linked to dragons and knights

	Practice log on with comp room PCs.					
Cross curricular/ applying	Autumn pictures	The Jolly Postman - Beebots town map.	Maths shapes pattern online games			Look inside a Castle & Build castle app
<u>History</u>	Transition			Toys – Changes within living memory	Kings and Queen Queen Victoria – Famous people The battle of Hastings – Historic Castles	
<u>Geography</u>		Our Local Area	Identifying hot/ cold countries in relation to the equator			United Kingdom/ Map and Atlas Skills
<u>PE</u>	Health and well-being Ball Skills (sending and receiving)	Dance Ball Skills (sending and receiving)	Gymnastics Ball Skills (pushing and striking)	Gymnastics Dance	Locomotion Outdoor Adventurous	Locomotion Outdoor Adventurous
<u>RE</u>	Christianity – The Creation Story	Christianity – The Christmas Story	Christianity – Jesus as a friend	Christianity – Easter and Palm Sunday	Judaism – Shabbat	Judaism – Chanukah
<u>Design Technology</u>	The Gruffalo Picnic (cooking)		Design and make products – Build a boat for our Artic Adventure	Design and make products - Puppets		Structures – Build a Castle
<u>Art and Design</u>	Painting and Drawing	Collage – Fairy Tales			Sculptures - Gargoyles	
<u>Music</u>	Keeping the Pulse (Theme: My favourite things)	Nativity songs	Dynamics (Theme: Seaside)	Sound patterns (Theme: Fairytales)	Pitch (Theme: Superheroes)	Musical symbols (Theme: Under the sea)
<u>PSHE</u>	My Healthy Self	Connecting with others	The Online World	Citizenship	Health Protection	Safety and the Changing Body