Annual Plan 2025-2026 for Year 1

	AUT1 (6 weeks 3 days- INSET Tuesday 2nd September) Brainwave - Metacognition (1 week 3 days) Day in the life of (5 weeks) ICT and Computing throughout year.	AUT2 (7 weeks) The Magic Toymaker (7 weeks)	SPR1 (5 weeks 4 days- INSET Monday 5th January) Online Safety (2 weeks) Treasure Island (3 weeks 4 days)
Reading	Set 1/2 RWI consolidation Develop pleasure in reading, motivation to read, vocabulary and understanding. Reading accurately by blending. Fiction (Purple and Pink RWI Story Books) Non-Fiction (People that help us/Emergency services) Talk Through Story – Oracy and Vocabulary	Set 2 RWI consolidation Reading common exception words and sounding out unfamiliar words without hesitation. Fiction (Old Bear, The Elves and the Shoemaker & Toys in space) Talk Through Story – Oracy and Vocabulary	Set 3 RWI Reading common exception words. Reading with fluency and accuracy. Fiction (Supertato & Charlie and The Chocolate Factory) Non- fiction (cooking books) Talk Through Story – Oracy and Vocabulary
Writing	Week 1- Labelling items around the classroom, ideal teacher, friendship recipes, summer holiday, family. Week 2- The Colour Monster- Linked to feelings, labelling a friend for the colour monster, using adjectives. Week 3- The Little Red Hen- Week 4- The Tiger who came to tea Week 5- Avocado Baby- short character description Week 6- The Day The Crayons Quit- letter writing Week 7- The True Story of the Three Little Pigs- story language	**Introduce 10 day writing Journey** Week 1 and 2- Instructions (inform). How to make a smoothie. Recipe books/lego instructions Week 3 and 4- Narrative (entertain). Lost and found – story language. Week 5 and 6- Setting description (entertain). Three little pigs describe houses. Week 7 - Poetry (3 days)	**Introduce writing journals and checklist for final write.** Week 1 and 2- Character description- The Gruffalo- Use skills to describe Albert Einstein. Introduce connective 'and'. Week 3 and 4 -Narrative (entertain). The Stinky Cheese Man - story language and sequencing a story. Week 5 and 6- Setting description (entertain). The Magic Faraway tree- Describe a magical land.
Maths	Carousel Baseline Assessment- 4 days Number: Place value (within 10)- 5 weeks Addition and subtraction (within 10)- 4 days More or Less by Stuart Murphy	Number: Addition and subtraction (within 10) – 4 weeks Geometry: Shape - 1 week Circus shapes by Stuart Murphy Consolidation- 1 week A Place for Zero by Angeline Sparagna LoPresti	Number: Place Value (within 20)- 3 weeks Number: Addition and subtraction (within 20) – 3 weeks Albert Doubles the Fun by Eleanor May
PSHE	Being me in my world	Celebrating difference	Dreams and goals
PE	Spatial awareness (Sports coach) Val Sabin – Gymnastics: Unit D and E (look at planning and combine/reduce)	Balance, agility and co-ordination (Sports coach) Val Sabin – Gymnastics: Unit F and G (look at planning and combine/reduce)	Ball skills – Basketball (Sports coach) Val Sabin – Ball skills: Unit 1 and 2 (look at planning and combine/reduce)
RE	Sikhism	Christianity	Islam

IPC	**Brainwave: Metacognition** We are going to find out more about how our brain and memory work to help us learn. This three-week unit is all about metacognition! It will help us with all our future learning and actually make us better learners! In Health and Wellbeing, we'll be learning about: The brain • Metacognition and how it helps us learn • Thinking deeply when we read • Using prior knowledge • Philosophical thinking • Different types of questions • How emotions impact on learning • How different people learn International and Physical Education **A Day in the Life** We will be learning about many exciting jobs from different places and time periods in order to create our own imaginary community. We will need to be historians, geographers, musicians, designers and citizens of the world! What job would you like to do when you grow up? International, Geography, History, Music, ICT & Computing, Health and Wellbeing, Design Technology and Innovation and Art.	**The Magic Toymaker** In The Magic Toymaker, we will be learning all about the world of toys and the role that they play in entertaining us, educating us, and stimulating our imagination. As historians, we will be finding out about the ways in which toys have changed over time; as scientists, we will be exploring the various materials that toys are made of; as designers, we will be learning about the different stages of the toy-making process and creating our own board games; and as programmers, we will be covering the basics of computer game coding. Toys come in many shapes and sizes, but what is it that makes a great toy? History, Science, DT, ICT and Computing and international. BRICKIES WORKSHOP IN SCHOOL	**Treasure Island** The world is a connected place, for thousands of years we have been building networks of trade across the land and sea. In this unit, we will explore how islands became increasingly connected and how they sold their resources to others. We will also look at the challenges of transporting goods across the seas and oceans and how this was threatened by nature and by people... pirates! We will be geographers and cartographers as well as artists and designers. Geography, International, History, Art, Design, Technology and Innovation, Science, Music

	SPR2 (4 weeks 4 days- INSET Monday 23rd Feb) Live and let Live (4 weeks 4 days)	SUM1 (5 weeks 3 days- Bank Holiday Monday 4th May and INSET Friday 22nd May) Green Fingers (5 weeks 3 days)	SUM2 (7 weeks 2 days- INSET Monday 6th July) Time Travellers (7 weeks 2 days)
Reading	Set 3 RWI Checking that what is read makes sense. Sequencing sentences to form short narratives. Learning to appreciate rhymes and poems, and to recite some by heart. Fiction (Laura's Star, Peace at Last & The Lighthouse Keeper's Lunch) Non-Fiction (Light, Light sources, Day and night) Talk Through Story – Oracy and Vocabulary	Set 3 RWI multi- syllabic words Answering questions on the basis of what is being said and done. Making predictions about what might happen on the basis of what has been read so far. Fiction (Jack and the beanstalk, We're going on a bear hunt & The enormous turnip) Non-fiction (Materials) Talk Through Story – Oracy and Vocabulary	Set 3 RWI multi- syllabic words Making links between books and make inferences. Add prefixes and suffixes. Fiction (Three Little Pigs & Duck in a Truck) Non-fiction (Forces) Talk Through Story – Oracy and Vocabulary
Writing	**Introduce editing using purple pens and checklist for their drafts.** Week 1 and 2- Character description (entertain). Describe the snow queen.	Week 1 and 2- Letter writing. Postcard. Week 3 and 4- Recount. We're going on a bear hunt – sequencing and time conjunctions.	Week 1 and 2- Narrative (entertain). Story language. The Lighthouse Keeper's lunch Week 3 and 4- Instructions. How to make a jam sandwich. Recipe books

	Week 3 and 4- Instructions (inform). How to make a sock puppet- examples of various written instructions (craft based) Week 5 and 6- Week 3 and 4- Character Description- Supertato	Week 5 and 6- The enormous turnip – Setting description.	Week 5 and 6- Narrative Peace at last – Jill Murphy. Week 7 - Shape poems and riddles
Maths	Number: Place value (within 50) (multiples of 2. 5 and 10 to be included) – 2 weeks Measurement: Length and Height – 2 weeks Measurement – Mass and volume – 2 weeks	Number: Multiplication and division- 3 weeks A Fair Bear Share by Stuart Murphy Number: Fractions- 2 weeks Geometry: Position and Direction- 1 week	Number: Place value (within 100)- 2 weeks Measurement: Money- 1 week Measurement: Time- 2 weeks What's the time in London? By Marion Billet Consolidation- 1 week Transition- 1 week
PSHE	Healthy goals	Relationships	Changing me
PE	Indoor athletics skills – Jumping and throwing (Sports coach) Val Sabin – Athletics: Unit 1	Ball skills – striking and fielding (Sports coach) Val Sabin – Ball skills: Unit 3	Sports day
RE	Christianity	Hinduism	Christianity
IPC	**Live and Let Live** In Live and Let Live, we will be learning about living things and what they need in order to survive. How do we know what living things need? How do you know that you are alive, but a stone has never been alive? To find out the answers to these questions, we will need to be scientists, geographers and ecologists. Science, Health and Wellbeing, Design, Technology and Innovation, Geography, Physical Education, International	**Green fingers** We will be learning about plants and how important they are to our world. Plants are living things – they grow when we give them enough sunlight, food and water. Plants give us food to eat, clean air to breathe and materials to build our houses and furniture. We can use plants to make clothes and medicines, and to decorate our gardens. To fully engage with this unit, we will need to be scientists, geographers and international learners. How important are plants to our world? Science, Geography, International, Health and Wellbeing. SCHOOL TRIP TO RHS WISLEY	**Time Travellers** We will be learning about how people find out about the past, the clues we can uncover and how evidence tells us what happened in the past. We will be historians finding out about how past is recorded and represent. We will explore our own past and how we can find out more. Have much can you remember from your past? What can you find out? History, Science, International, Health and Wellbeing, Design, Technology and Innovation, Art