

English



Writing to Entertain – Puffin Peter

- Plan and orally rehearse a clear story sequence for a reader
- Compose complete sentences, using capital letters and end punctuation accurately
- Choose precise nouns, verbs and adjectives to describe characters, settings and actions
- Link ideas using conjunctions such as 'and', 'but', 'because' and 'when'

Writing to Inform – Gruffalo Crumble

- Recognise the purpose, audience and organisational features of instructions
- Sequence steps logically using commands and time-order words
- Use precise verbs and topic vocabulary so instructions are clear and easy to follow
- Apply taught spelling, phonics, sentence punctuation and appropriate spacing
- Re-read and edit for clarity, accuracy, sequence and reader understanding

Year 1/2 – Autumn 2026

Visits/Visitors: Victorian Workshop (History)

Science



Everyday Materials

- Distinguish an object from the material it is made from
- Identify materials including wood, plastic, glass, metal, water and rock
- Describe and compare properties using scientific vocabulary, e.g. hard/soft, rough/smooth, shiny/dull
- Sort and classify materials by observable properties
- Compare materials for particular uses and explain why their properties make them suitable or unsuitable
- Investigate how some solid objects can change shape by squashing, bending, twisting and stretching
- Ask simple questions, make predictions, observe closely and carry out simple comparative tests

Computing



Technology Around Us

- Recognise technology and identify the main parts of a computer
- Use a mouse and keyboard purposefully and use technology responsibly

Digital Photography

- Use a digital device to take, review and improve photographs
- Recognise that images can be changed and make choices to create an effective photo

Maths



Position and Direction - describe where objects and people are; understand ordinal numbers to describe position and order; describe positions from different starting points, including from the left and from the right

Number and Place Value - secure fluency with numbers to 20 through counting, representing and recalling number facts; understand place value by making numbers as 'ten and some more' and regrouping 2-digit numbers into tens and ones; count forwards and backwards in ones and tens from different starting points; represent, order and compare numbers and quantities, progressing towards 100; estimate quantities and develop an understanding of number magnitude

Addition and Subtraction - develop fluent mental addition and subtraction strategies using secure number facts within 20; use complements to 10 to explore complements to 100; add and subtract mentally using one- and two-digit numbers; use part-whole relationships to find a missing part or whole; explain mathematical thinking using objects, pictures, number lines and appropriate vocabulary

RE



Beliefs and Practices

- Recall and name beliefs and practices, including festivals, worship and rituals
- Explore what these practices mean to people within religious and non-religious worldviews

Sources of Wisdom

- Retell stories and teachings from sacred texts and other sources of wisdom
- Suggest meanings and discuss how these sources may guide people's lives

PSHE



Being Me in my World

- Understand class expectations, rights and responsibilities and how choices affect others
- Recognise feelings, feel valued and contribute positively to the class community

Celebrating Difference

- Identify similarities and differences and understand that everyone is unique
- Use kind words and actions, recognising what to do if someone feels left out or upset

PE



Fundamentals

- Develop balance, safe landing, running at different speeds and changing direction
- Develop control and co-ordination through jumping, hopping and skipping

Ball Skills

- Develop control when dribbling, rolling, throwing and catching a ball
- Improve accuracy and co-ordination when working independently and with others

Geography



Finding my Way

- Explore the school grounds through fieldwork and observe
- Use simple compass directions to describe the location of features and follow routes
- Use aerial photographs and simple plan views to recognise familiar landmarks and features of the school and surrounding area
- Follow simple maps and routes, using basic symbols
- Describe and compare features seen during fieldwork and communicate observations using appropriate geographical vocabulary
- Name and locate continents and oceans using an atlas or map

DT



Food – Gruffalo Crumble

- Explore and taste ingredients
- Understand the principles of a healthy, varied diet when choosing ingredients
- Design a crumble for a purpose, making choices about ingredients
- Follow a simple recipe to make a finished product
- Develop practical food skills including weighing and measuring ingredients, mixing, stirring, spooning and combining
- Evaluate the finished product by considering taste, texture, appearance and how well it meets the design criteria

Music



Rhyming in Time

- Find and move to the beat and sing songs rhythmically
- Combine words to create and perform simple rhythms

Lets Start Singing

- Warm up the body and voice and sing with increasing pitch accuracy
- Chant, rap and sing together, following simple start/stop and performance cues

Art



Abstract Art – Wassily Kandinsky & Charles Rennie Mackintosh

- Explore the work of Kandinsky and Mackintosh, and recognise features of their distinctive style
- Investigate straight, curved, thick and thin lines and combine geometric and natural shapes to make compositions
- Experiment with colour mixing and select colours to create contrast
- Use drawing and painting to develop an individual design inspired by Mackintosh
- Use a range of materials and techniques with increasing control to develop and refine ideas

History



Toys and Games

- Share favourite toys and games and identify features that make them special
- Use historical enquiry to ask questions such as: What did children play with in the past? How can we find out?
- Explore toys and games belonging to older relatives
- Sort and sequence toys using time
- Compare toys from different generations, identifying similarities, differences and things that have stayed the same.
- Explore how toy design and materials have changed