



St Jude's Catholic Primary School

Year 1 Long Term Plan 2026-2027

	Autumn		Spring		Summer	
RE	Creation and Covenant	Prophecy and Promise	Galilee to Jerusalem	Desert to Garden	Teo the Ends of the Earth	Dialogue and Encounter
RSE	We meet God's love in our family Recognise signs that I am loved in my family.		We meet God's love in our family Recognise how I am cared for and kept safe in my family.		We meet God's love in our family Celebrate ways that God loves and cares for us.	
All are Welcome	Hair, It's a Family Affair (celebrate how families can be different)	Elmer (to like the way I am)	Going to the Volcano (working together)	Want to Play Trucks (gender expectations)	My World, Your World (we share the world with lots of people, being different)	Errol's Garden (teamwork)
English	Stanley's Stick Own version narratives Retellings Descriptions Beegu	Naughty Bus Own adventure stories Letters Diaries Sequels Non-	I want my hat back Questions Speech Bubbles Letters Lists	Cave Baby Labels Captions Informal Letters The Magic Bed Setting	Iggy Peck, Architect Fact files Labels Captions Character comparisons	Julian is a Mermaid Three-verse poems Instructions Writing in role Advertisements

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	Own version 'alien' narratives Descriptions Commands Letters Dictionary Poems Non-fiction reports.	chronological reports		Descriptions Additional sense Item Descriptions Lists	Thought and speech bubbles	The Sea Saw Descriptions Post cards Commands Missing poster Diary
Maths	Number: Place Value - Count to 10 forwards and backwards beginning with 0 or 1 or from any given number - Count, read and write numbers to 10 in numerals; count in multiples of twos, fives and tens. - Given a number, identify one more or one less - Identify and represent numbers using objects and pictorial representation including a number line and use the language of equal to, more than, less than, (fewer) most, least. - Read and write numbers from 1 to 10 in numerals and words. Number: Addition and Subtraction - Read, write and interpret mathematical statements involving addition, subtraction and equal signs	Place Value within 20 - Count to 20 forwards and backwards, beginning with 0 or 1, or from any given number - Count, read and write numbers to 20 in numerals; count in multiples of twos, fives and tens. - Given a number identify one more or one less - Identify and represent numbers using objects and pictorial representation including a number line and use the language of equal to, more than, less than, (fewer) most, least. - Read and write numbers to 20 in numerals and words. Number: Addition and Subtraction - Represent and use number bonds and related subtraction facts within 20. - Read, write and interpret	Number: Multiplication and Division - Solve one step problems involving multiplication and division by calculating the answers using concrete objects, pictorial representations and arrays with the support of the teacher. Fractions - Recognise, find and name a half as one of two equal parts of an object, shape or quantity - Recognise, find and name a quarter as one of four equal parts of an object, shape or quantity. Geometry: Position and Direction - Describe position, direction and movement including whole, half, quarter and three-quarter turns. Place Value to 100			

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	• Represent and use number bonds and related subtraction facts within 10 • Add and subtract one-digit numbers to 10 including 0 • Solve one step problems that involve addition and subtraction using concrete objects and pictorial representation and missing number problems. Properties of Shapes • Recognise and name common 2-D shapes e.g. square, circle and triangles. • Recognise and name common 3-D shapes e.g. Cuboids, cubes, pyramids and spheres	mathematical statements involving addition, subtraction and equal signs • Add and subtract one-digit and two-digit numbers to 20 including 0. • Solve one step problems that involve addition and subtraction using concrete objects and pictorial representations, and missing number problems such as $7 = ? - 9$ Place Value within 50 • Count to 50 forwards and backwards beginning with 0 or 1 or from any given number • Count, read and write numerals to 50 in numerals and words • Given a number, identify one more or one less • Identify and represent numbers using objects and pictorial representation including a number line • Use the language of equal to, more than, less than, (fewer) most, least. • Count in multiples of 2's, 5's and 10's Measurement: Length and Height	• Count to and across 100 forwards and backwards beginning with 0 or 1 or from any given number • Count, read and write numerals to 100 in numerals and words • Given a number, identify one more or one less • Identify and represent numbers using objects and pictorial representation including a number line. • Use the language of equal to, more than, less than, (fewer) most, least. Measurement: Money • Recognise and know the value of different denominations of coins and notes. Measurement: Time • Sequence events in chronological order using language eg before, after, next, first, today, yesterday, tomorrow, morning, afternoon and evening • Recognise and use language relating to dates including days of the week, weeks, months and years • Tell the time to the hour and half past the hour and draw hands on
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		• Measure and begin to record lengths and heights. • Compare, describe and solve practical problems for lengths and heights e.g. long/short, longer/shorter, tall/short, double/half Measurement: Weight and Volume • Measure and begin to record mass/weight, capacity and volume. • Compare, describe and solve practical problems for mass/weight e.g. heavy/light, heavier than/lighter than, capacity and volume e.g. full/empty, more than/less than, half, half full, quarter	a clock face to show these times • Compare, describe and solve practical problems for time e.g. quicker, slower, earlier, later. • Measure and begin to record time e.g. hours, minutes seconds
Science	Animals including humans Pupils will identify and name a variety of animals as well as describe and compare the structure of a selection of animals and identify if they are carnivores, herbivores or omnivores. Will identify and name a variety of animals as well as describe and compare the structure of a selection of animals and identify if they are carnivores, herbivores or omnivores.	Materials Pupils will learn to distinguish between an object and the material from which it is made. They will identify, name, describe and group a variety of everyday materials. Seasonal changes - Spring Pupils will identify the changes that happen during the autumn season. Sustainability - Caring for our	Plants Pupils will identify and name a variety of common wild and garden plants, including deciduous and evergreen trees. They will identify and describe the basic structure of a variety of common flowering plants, including trees. Sustainability – Growing and cooking Pupils will look at where their food comes from, what they have

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	Pupils will learn basic body parts and which body part is associated with each sense. Seasonal changes - Autumn Pupils will identify the changes that happen during the autumn season. Seasonal changes - Winter Pupils will identify the changes that happen during the autumn season.	planet Pupils will learn about why it is important to care for our planet and how we can do this.	planted and grown this year and if they can cook with what they've grown. Seasonal changes - Summer Pupils will identify the changes that happen during the autumn season.
History	Travel Through Time Travel of today and Travel of the past (How our grandparents travelled on holiday to how we travel on holiday today). Begin to understand timelines. Comparing similarity and difference between types of travel. Was it easier for Nan to travel or easier for me?	Christopher Columbus and Neil Armstrong Where Christopher Columbus and Neil Armstrong explored. What they brought back that contribute to today. Would you describe Christopher and Neil as brave?	L.S Lowry The industrial revolution and the effect on the world. How Lowry illustrated the effect on Manchester. How is Manchester (Wigan) different today?
Geography		Our Local Area A Study of the school and the local area of Worsley Mesnes.	What a Wonderful World A study of the seven continents and five oceans. With addition to

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					focusing on hot and cold areas, the Equator and the North and South poles.	
Art and Design	Drawing: Exploring line and shape Exploring line and shape through a range of materials and stimuli, with a focus on the work of Bridget Riley and Paul Klee. Pupils develop control and creativity by experimenting with expressive mark making and portrait drawing, using lines and shapes to improve accuracy.		Painting and mixed media: Learn about paint and brush control Exploring paint, brush control and colour, inspired by the artwork of Alma Thomas. Pupils experiment with brushes, brushstrokes and colour mixing before applying their skills to create paintings with clearly defined shapes, controlled marks and carefully chosen colours		Sculpture and 3D: Paper play Creating simple 3D shapes and structures using paper and card, inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque. Pupils manipulate materials by folding, rolling and scrunching to make sculptures, then collaborate on a larger piece influenced by Louise Bourgeois.	
Design and Technology	Structures: stable structures Investigating stable shapes and using an understanding of balance to discover how wide or heavy bases improve stability in freestanding structures. Pupils apply their understanding by designing and making a fun, stable pencil pot for a Year 1 pupil.		Mechanisms: Wheels and axles Developing an understanding of how wheels, axles and axle holders work while practising cutting straight and curved shapes with scissors. Pupils problem-solve to improve their wheel designs before designing, building and evaluating a pull-along toy against design criteria.		Textiles: Simple structures Examining fabrics, practising basic sewing techniques and identifying how different materials are made from threads. Pupils learn how to thread a needle and sew simple stitches before designing and creating a piece of decorative bunting.	
Computing	Basic Skills Pupils will learn	Using word and other	Unplugged algorithms	Programming, coding &	Digital painting Pupils will	Presenting information

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	how to log in and shut down a computer accurately and begin to understand the importance of a password. They will develop keyboard and mouse skills.	programs to process and format text and images Pupils will learn how to use a word processing program to write and format text. They will add in digital images and consider the audience for their work.	Pupils will learn what an unplugged algorithm is and create and apply them to an on-screen program.	Robotics Pupils explore how to control both physical and virtual robots with a sequence of commands.	explore how to transfer physical data from a tally chart into a digital pictogram. They will compare the difference with creating a physical pictogram.	Pupils will consider a variety of ways to present cross curricular information digitally, and compare the advantages and disadvantages with paper based content.
Online Safety – Project Evolve	Online Relationships	Online Bullying	Privacy and Security	Online Reputation	Managing Online Information	Health, Well-Being and Lifestyle
Music	Rhyming in Time	Babshuka	Music Inspired by the World Around Us	Exploring Rhythm patterns	Sound and Pictures	Highs and Lows
PE	Coordination & Static Balance In this unit, the children will develop and apply their footwork and one leg balance	Dynamic Balance to Agility & Static Balance In this unit, the children will develop and apply their jumping and	Dance In this unit, the children will learn and develop shapes and circles and create sequences of movement with	Coordination & Counter Balance In this unit, the children will develop and apply their ball skills and counter	Coordination & Agility In this unit, the children will develop and apply their sending, receiving, reaction, and	Agility & Static Balance In this unit, the children will develop and apply their ball chasing and floor work balance

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	through focused skill development sessions, thematic stories and games.	landing and seated balance through focused skill development sessions, thematic stories and games.	these through partnering and artistry.	balance with a partner through focused skill development sessions, thematic stories and games.	response through focused skill development sessions, thematic stories and games.	through focused skill development sessions, thematic stories and games.
PSHE	Mental Health and Wellbeing	Relationships, respect and Anti-Bullying	Health and Wellbeing	Living in the Wider World	Keeping Safe and Managing Risk	Money and Work
My Happy Mind	Meet Your Brain	Celebrate	Appreciate	Relate	Engage	

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