

The Woodlands Community Primary School

Class plan - Year 1 2026-2027 Cycle A



Childhood **History**

Companions

- Everyday Materials **Science**
- Mix It (Y1) **Art and design**
- Shade and Shelter **Design and technology**
- Our Wonderful World **Geography**
- Human Senses **Science**
- Funny Faces and Fabulous Features **Art and design**

Art and design

[Mix It (Y1)] - Colour theory; Colour wheel; Primary and secondary colours. [Funny Faces and Fabulous Features] - Portraiture; Collage

Suggested text

Wilfrid Gordon McDonald Partridge – Mem Fox. [Our Wonderful World] - Here We Are - Oliver Jeffers

Memorable experience

Childhood past and present. [Shade and Shelter] - Investigating shelters. [Funny Faces and Fabulous Features] - Exploring portraits

Innovate challenge

Childhood knowledge organisers. [Everyday Materials] - Let's investigate focus: Observing, measuring and recording. [Mix It (Y1)] - Colour challenge. [Shade and Shelter] - Designing and building a play den. [Our Wonderful World] - Geographical enquiry. [Human Senses] - Let's investigate focus: Planning and carrying out. [Funny Faces and Fabulous Features] - Collage creators

Design and technology

[Shade and Shelter] - Investigating existing products; Designing and making shelters and dens; Prototypes; Safety rules; Materials. [Funny Faces and Fabulous Features] - Stitching to join materials; Embellishing

History

Historical vocabulary; Historical artefacts; Timelines; Everyday life and childhood in the 1950s; Significant events – Queen's coronation; Enquiry

Science

[Everyday Materials] - Materials; Natural materials; Human-made materials; Grouping materials; Properties of materials; Venn diagrams; Comparing and testing materials; Working scientifically – Identifying and classifying, Observing changes over time, Comparative test, Pattern seeking, Research. [Shade and Shelter] - Naming everyday materials; Properties and uses of materials. [Human Senses] - Humans; Labelling body parts; Counting body parts; Similarities and differences in humans; Five senses – sight, hearing, touch, smell, taste; Senses and danger; Sensory loss and assistive tools; Sense of touch investigation; Working scientifically – Identifying and classifying, Comparative test, Pattern seeking, Research

English

Autobiographies; Non-chronological reports; Riddles

Geography

Settlements; Changes over time. [Our Wonderful World] - Physical and human features; Picture maps; Cardinal compass points; Equator and hemispheres; Continents; Oceans; Countries and capital cities of the UK; Protecting natural environments; Fieldwork

Personal, social and health education

Stages of life; Changes

Y1 WRM – Autumn (v3.0) **Mathematics**

Mathematics

Block 1: Number – Place value; Block 2: Number – Addition and subtraction; Block 3: Geometry – Shape





Bright Lights, Big City **Geography**

Companions

- Seasonal Changes **Science**
- Rain and Sunrays **Art and design**
- Taxi! **Design and technology**

Art and design

Drawing

Suggested text

Topsy and Tim Visit London – Jean and Gareth Adamson

Memorable experience

Local landmarks

Innovate challenge

Marley's trip to London

Music

Nursery rhymes

History

Significant event – Great Fire of London

Computing

Searching the web; Algorithms; Logical reasoning; Programming; Common uses of information technology

English

Postcards; Directions; Adventure narratives

Geography

Local landmarks; Countries and capital cities of the UK; Physical features of the UK; Settlements; Human features; Weather and seasons; London – a capital city; Landmarks; Aerial images; Maps; Directions – locational and directional language; Geographical similarities and differences

Personal, social and health education

Speaking, listening and sharing



Y1 WRM – Spring (v3.0) **Mathematics**

Mathematics

Block 1: Number – Place value; Block 2: Number – Addition and subtraction; Block 3: Number – Place value; Block 4: Measurement – Length and height; Block 5 – Measurement – Mass and volume



School Days **History**

Companions

- Plant Parts **Science**
- Street View **Art and design**
- Chop, Slice and Mash **Design and technology**
- Animal Parts **Science**

Art and design

[Street View] - 3-D murals; Buildings; Significant people – James Rizzi

Suggested text

Whiffy Wilson: The Wolf who wouldn't go to school – Caryl Hart

Memorable experience

Our school's history. [Street View] - Exploring street views. [Chop, Slice and Mash] - Investigating sources of food

Innovate challenge

Planning an assembly. [Plant Parts] - Let's investigate focus: Reporting and concluding. [Street View] - Mural makers. [Chop, Slice and Mash] - Designing and making a supermarket sandwich. [Animal Parts] - Let's investigate focus: Observing, measuring and recording

Design and technology

[Chop, Slice and Mash] - Sources of food; Food preparation techniques; Hygiene rules; Designing and making salads and sandwiches

History

Historical vocabulary; Historical artefacts; Timelines; Present day schools; Our school; Victorian era; Victorian schools; Significant people – Samuel Wilderspin

Science

[Plant Parts] - Wild and garden plants; Seasonal changes; Plant parts; Seeds and bulbs; Investigating leaves; Importance of plants; Working scientifically – Identifying and classifying, Observing changes over time, Pattern seeking, Research, Comparative test. [Animal Parts] - Animals' body parts; Animal groups – amphibians, birds, fish, invertebrates, mammals, reptiles; Carroll and Venn diagrams; Pets; Carnivores, herbivores and omnivores; Earthworms; Working scientifically – Identifying and classifying, Comparative test, Pattern seeking, Research

English

List poems; Diaries; Letters

Geography

Fieldwork; Human and physical features; Maps; Local environment; Changes over time

Personal, social and health education

Special people; Positive contributions



Y1 WRM – Summer (v3.0) **Mathematics**

Mathematics

Block 1: Number – Multiplication and division; Block 2: Number – Fractions; Block 3: Geometry – Position and direction; Block 4: Number – Place value (within 100); Block 5 – Measurement – Money; Block 6 – Measurement – Time



Y1 Barefoot Computing **Computing**

Computing

Staying safe online; Algorithms; Programming and debugging; Using data

Staying safe online; Algorithms; Programming and debugging; Using data