

Year 1 2025/26 LTP Cycle A

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
English	Meesha makes friends Tom Percival	Katie in London James Mayhew	Grandpa's Gift Fiona Lumbers	My Name is Not Refugee Kate Milner	Tidy Emily Gravitt	Goldilocks and Just the One Bear Leigh Hodgkinson
	Outcome: recount (diary entry)	Outcome: non-fiction (non-chronological report)	Outcome: fiction (story about a character)	Outcome: recount (from a character's point of view)	Outcome: persuasive letter	Outcome: non-fiction (report)
Maths	Place value (within 10) Addition and subtraction (within 10) Shape		Place value (within 20) Addition and subtraction (within 20) Place value (within 50) Length and height Mass and volume		Multiplication and division Fractions Position and direction Place value (within 100) Money Time	
Science	Materials		Animals including humans		Plants	
History	Toys		Kings and Queens		Explorers	
Geography		Seasons and the weather		Our local area: Haworth		The United Kingdom
Open Minds	Which books and stories are important?	Why are festivals important in a community? Why do Christians celebrate Christmas?	What does it mean to belong to a community of belief?	What makes Easter important for Christians?	How and why do we care for others?	How do Bible stories show that God keeps promises?
PSHE	Me and My Relationships	Valuing Difference	Keeping Safe	Rights and Respect	Being My Best	Growing and Changing
Art	Printing		Painting		Sculpting	
DT		Mechanisms: moving picture book		Food, nutrition and cooking		Structures
Computing	Introduction to Purple Mash Creative Computing	Data Explorers	Creating and Following instructions	Animated Stories	Coding	Technology Around Us Making Beats
Music	Playing, performing and composing rhythms	Playing, performing, singing and vocals	Listening, appraising, singing and vocals	Singing and vocals and composing lyrics	Playing, performing and composing	Improvising, listening and appraising
P.E	Look, run, avoid	Fair, share, dare	Throw, prepare, catch	Inspire, create, perform	React, roll, retrieve	Run, jump, throw