

Year 1 Medium Term Plan Spring 1 2025- 2026



SUBJECT
Global Goal: Climate Action

	<p>WEEK 1- Article 28 You have the right to a good quality education. You should be encouraged to go to school to the highest level you can. Global Goal 4 – Quality Education</p>	<p>WEEK 2- Article 30 You have the right to practice your own culture, language and religion. Global Goal 13 – Climate Action</p>	<p>WEEK 3- Article 24 You have a right to the best health possible and to medical care and to information that will help you to stay well. Global Goal 16 – Peace, Justice & Strong Institutions</p>	<p>WEEK 4- Article 27 You have the right to food, clothing, a safe place to live and have your basic needs met. Global Goal 2 – Zero Hunger</p>	<p>WEEK 5- Article 2 No child should be treated unfairly on any basis. Global Goal 10 – Reduced Inequalities</p>
ENGLISH Genres	Lost and Found Genre: storytelling.	Lost and Found Genre: storytelling.	Lost and Found Genre: storytelling.	Oi Dog! Genre: Pattern and rhyme	Oi Dog! Genre: Pattern and rhyme
MATHS	Additive structures	Additive structures	Additive structures	Additive structures	Addition and Subtraction Facts within 10.
SCIENCE Plants and Seasonal change	WALT: observe seasonal change—winter.	WALT: identify the parts of a flower.	WALT: identify parts of trees.	WALT: name and identify common plants.	WALT: name and identify wild plants.
COMPUTING Lego builders and Maze Explorers.	WALT: Follow and create simple instructions using the computer.	WALT: think about how instructions affect the results.	WALT: be able to use direction keys.	WALT: understand how to create and debug a set of instructions.	WALT: understand how to change and extend the algorithm list.
HUMANITIES	WALT: research a significant historical individual (Rosa Parks)	WALT: research a significant historical individual (Emily Davison)	WALT: compare significant historical individuals	WALT: research a significant historical individual (Mary Seacole)	WALT: create a timeline of significant individuals.
ART	Blocked out for DT				
DT	WALT: research a product. Different plant pots.	WALT: design a product. Design a plant pot.	WALT: make a product. Make a plant pot from clay.	WALT: make a product. Paint a plant pot.	WALT: evaluate a product.
RE The Church	WALT: identify the main features of a church. Label the areas of a church.	WALT: identify special objects found in a church. Stained glass windows	WALT: find out why Christians go to church. What happens during Sunday service.	WALT: identify the main features of a church.	WALT: find out about special ceremonies that happen in a church. Baptisms.
Music	Outside provision	Outside provision	Outside provision	Outside provision	Outside provision
PSHE	WALT: set simple goals. P4C—Caring for animals Stimulus: How to heal a broken wing First thoughts	WALT: set a goal and discuss how to achieve it. P4C—Caring for animals Concept stretcher and create a question	WALT: work well with a partner. P4C—Caring for animals Concept stretcher and continue enquiry	WALT: tackle a new challenge. P4C—Caring for animals Action—What difference can I make?	WALT: overcome challenges. P4C—Caring for animals Review enquiry
PE Multi Skills and Dance	Outside provision	Outside provision	Outside provision	Outside provision	Outside provision