

Year 1 Medium Term Plan Summer 1: 2025-26 'Curious Creatures'



 SUBJECT	WEEK 1 Article 29- You have the right to a good quality education.	WEEK 2 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.	WEEK 3 Article 3—All adults should do what is best for you. When adults make decisions, they should think about how their decisions will affect children.	WEEK 4 Article 21—You have the right to have the best care for you if you are adopted or fostered or living in care.	WEEK 5 Article 15: - you have the right to choose your own friends and join and set groups as long as it isn't harmful to anyone else.	WEEK 6: Article 28: you have the right to have the best care for you if you are adopted or fostered or living in care.
ENGLISH Genres	Text: Snail and the whale Genre: story writing GP&S: sentence structure, using and, suffixes (ing, ed, er), predictions	Text: Snail and the whale Genre: story writing GP&S: sentence structure, using and, suffixes (ing, ed, er),retelling	Text: Snail and the whale Genre: story writing GP&S: sentence structure, using and, suffixes (ing, ed, er), Writing own version	Text: Lubna and the pebble Genre: discussion and debate GP&SI sentence structure, using and, suffixes (ing, ed, er). Instructions	Text: Lubna and the pebble Genre: discussion and debate GP&SI sentence structure, using and, suffixes (ing, ed, er). Debate	Text: Lubna and the pebble Genre: discussion and debate GP&SI sentence structure, using and, suffixes (ing, ed, er).
MATHS	Numbers 0-20	Numbers 0-20	Additive structures	Unitising and coin recognition	Unitising and coin recognition	Unitising and coin recognition
SCIENCE Materials	WALT: Distinguish between an object and the material from which it is made. Skills: observation	WALT: Identify and name a variety of everyday materials. Skills: suggesting answers to questions.	WALT: Identify and name a variety of everyday materials. Global goals	WALT: Describe the properties of everyday materials. Skills: drawing conclusions.	WALT: Describe the properties of everyday materials.	Skills: Compare and group together a variety of everyday materials. Skills: identifying and classifying.
COMPUTING	Purplemash Unit 1.7 Coding WALT: explain what is meant by coding.	WALT: explain what a block of code is.	WALT: use design mode.	WALT: make a character move left and right.	WALT: make a character move when clicked.	WALT: evaluate our moving character
HUMANITIES Geography	WALT: identify seasonal weather patterns.	WALT: identify human and physical features.	WALT: look at a different location. Kenya	WALT: find out about a contrasting location. Nairobi and Mitcham	WALT: to understand the Masai Mara tribe.	WALT: assess our learning
DT Animals	WALT: Research puppets	WALT: design a puppet.	WALT: follow a design. Make a puppet	WALT: follow a design Make a puppet	WALT: follow a design Make a puppet	WALT: evaluate, edit and improve our puppets
PE / DANCE	Please see separate planning					
RE Creation	WALT: retell a creation story. Christianity, Islam and Judaism	WALT: retell a creation story. Hinduism	WALT: retell a creation story. Buddhist	WALT: find out how religions appreciate nature. Harvest / Sukkot.	WALT: find out how people can look after the world.	WALT: compare different religions.
PSHE Relationships	WALT: identify members of my family.	WALT: how to make a new friend.	WALT: understand greetings.	WALT: who can help us.	WALT: praise ourselves.	WALT: evaluate our friendships.
MUSIC	Planned by MMF	Planned by MMF	Planned by MMF	Planned by MMF	Planned by MMF	Planned by MMF