

English

Jack and the Beanstalk (Narrative)

Fee-fi-fo-fum! We're retelling this classic tale in the past tense and third person. Children will use adverbs for time and place (like suddenly) and add excitement with exclamation marks. We are focusing on Proper Nouns, ensuring names like Jack start with a capital letter.

Books we will be using to inspire their writing:

- Jack and the Beanstalk by Mara Alperin

How to Grow a Plant (Instructions)

Linked to Science, we're writing instructions using bossy verbs (dig, water) and sequence words (First, Next). We are aiming for perfect punctuation, ensuring full stops and capital letters are used consistently to explain how to garden.

Books we will be using to inspire their writing:

- Oliver's Vegetables by Vivian French

Pirate Plunder (Persuasion)

Ahoy! We are creating persuasive adverts to recruit a pirate crew. Children will use adjectives to make their ship sound amazing and question marks to hook the reader (e.g., "Are you brave?"). We'll focus on the Year 1 goal of re-reading our work to make sure it makes sense.

Books we will be using to inspire their writing:

- The Lighthouse Keepers Lunch by Ronda Armitage

Beside the Seaside (Poetry)

We are heading to the coast for our Poetry Unit! Inspired by the sights and sounds of the seaside, the children will explore sensory language and alliteration to create vivid descriptions. We will also be focusing on neat handwriting, consistent letter orientation, and clear finger spaces.

Books we will be using to inspire their writing:

- The Pirates Next Door by Jonny Duddle

D&T

Plant Power: Snack Like Jack

Children will learn where plant foods come from and understand that fruits and vegetables are healthy choices, linking their learning to the story of Jack and the Beanstalk. They will taste, describe and sort a range of fruits and vegetables, while learning about food safety and hygiene. Children will then design and prepare a simple healthy snack, using basic food skills, before tasting and evaluating their creation.

Textiles: Seaside adventures

Children will explore textiles by creating a seaside collage, using different shapes and colours to design and bring their ideas to life.

Art

Chromatic

Children will learn about abstract art and how artists use colour, line, shape and space to express feelings and ideas. They will explore primary and secondary colours, practise simple painting techniques, and look at artists from around the world. Children will also learn the difference between abstract and realistic art and use simple art vocabulary to describe and talk about artworks, including their own.

Science

Plants

Children will learn to identify and name a range of common garden and wild plants, as well as different types of trees. They will explore the basic parts of plants and how each part helps them grow, while investigating and comparing plants in their local environment.

Children will also plant seeds and observe how plants change over time. They will learn that some of the foods we eat come from different parts of plants, while developing skills in observing, sorting and asking simple scientific questions.

Seasons

Children will learn about the four seasons by exploring spring and summer in school and the local area. They will observe changes in the weather, notice how the days become longer, and compare the features of different seasons.

Once Upon a Seaside.

Year 1 Summer Term 2026



RE

Islam

Children will learn about the basic principles of Islam, including important religious artefacts, places of worship, practices, and key festivals.

Christianity

Children will learn about Jesus' disciples, why people chose to follow him, and the qualities that made him an inspiring leader.

Music

Charanga

Children will explore music through playing tuned and untuned instruments, as well as listening to and appraising a variety of musical styles.

PE

- Athletics.
- Striking and fielding.
- Net and Wall.
- Fitness.

RSHE

- Changing Me.
- Dreams and goals.

Maths

Multiplication and division

- Counting in 2s, 5s, 10s.
- Introduction to multiplication and division e.g. equal groups, arrays, doubles, grouping and sharing.

Fractions

- Halves and quarters.
- Find a fraction of shape and a quantity.

Position and direction

- Describe turns e.g. full, half and quarter turns.
- Describe position e.g. forwards, backwards, left, and right.

Place value (to 100)

- Understanding numbers up to 100 e.g. count in 10s to 100, 1 more / 1 less, partition into tens and ones, the number line to 100, comparing any two numbers.

Money

- Recognising coins and notes.

Time

- Days of the week and months of the year.
- Hours, seconds, and minutes.
- Tell the time e.g. to the hour and half past.

Computing

Coding

Children will be introduced to coding using age-appropriate software such as ScratchJr. They will explore how to create simple programs by giving instructions and sequencing actions.

Algorithms and Logical Thinking

Children will develop a basic understanding of algorithms by learning how to create clear and precise instructions. They will also begin to build skills in debugging, logical reasoning, and problem-solving through a range of practical activities.

Geography

Our School Grounds

Children will explore their school grounds, naming and describing different areas and how they are used. They will observe their surroundings using their senses and collect simple data to answer questions.

Children will create simple maps using symbols, learn basic directional language, and explore how their school environment supports plant life.

History

Local History

Children will learn about local history by taking part in a hands-on guided tour of Arundel Castle, exploring its features and discovering what life was like in the past.