Autumn Overview 2026 – Year One 'St Joseph Class'

English - Term 1

Focus texts for writing:
'We're Going to Find the Monster' by Malorie Blackman (narrative)
'On the Ning Nang Nong' by Spike Milligan (poetry)

Narrative outcome:
Re-telling
Section of the story
Setting focus:
Say where the story is taking place
Make simple statements about the setting

Non-fiction outcome:
Writing to Inform - Report
Fact file about one of the animals from the text
Features:
Simple present tense
Third person
Relevant vocabulary

Poetry outcome:
Learning to appreciate rhymes and poems, and to recite some by heart

English - Term 2

Focus texts for writing:
'Lost in the Toy Museum' by David Lucas (narrative)

Narrative outcome:
Character Description
Write a character description for a toy of their choice
Character focus:
Include characters in narrative writing, drawing from shared reading
Use simple descriptions

Non-fiction outcome:
Writing to Argue - Persuasion (Advert)
Design an advert for a toy in the museum
Features:
Simple present tense
Second person (*you*)
Simple descriptive language
Captions or pictures where appropriate

Maths

Counting and comparing:
- Comparing objects using attributes (e.g. length, mass, capacity)
- Comparing objects by number
- Comparing objects using inequalities < > or =
- Explain what a whole is as an object
- Understanding a whole can be split into parts
- Use objects to represent a whole group
- Use part-whole models to partition parts.

Numbers 0-5:
- Subitise numbers to 5
- Understand ordinal numbers show a position of objects
- Partition numbers to 5 in different ways
- Find missing parts
- Find one more or one less
- Partition using bar models

Shape:
- Compose 2D and 3D shapes from smaller shapes to match an example
- Manipulating shapes to place them in particular orientations.
- Recognise common 2D and 3D shapes presented in different orientations
- Know that rectangles, triangles, cuboids and pyramids are not always similar to one another.

Numbers 0-10:
- Represent and compose numbers from 6 to 10
- Explore where numbers 6-10 are in the linear number system
- Recognise odd and even numbers
- Partition number 6-10 in different ways
- Find missing parts

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Science

'Animals Including Humans (About Me)'

- Discover the basic parts of the body
- Learn about eyes and sight
- Learn about ears and hearing
- Explore tongue and taste
- Explore the sense of touch
- Discover how your nose smells

'Exploring Everyday Materials'

- Identify and name everyday materials
- Distinguish between an object and the material it is made from
- Describe properties of everyday materials
- Identify materials that are natural and manmade
- Predict/identify if an object will float or sink
- Explore which materials are best for certain objects

Computing

'Technology Around Us'

- What is technology and how can it help us?
- The different components of a computer
- Developing keyboard and mouse skills
- How to use technology responsibly

'Creating Media

- Understanding of a range of tools used for digital painting
- Using tools to create digital paintings
- Preferences when painting with and without the use of digital devices

Creative Topic Work

History - 'Toys, Then and Now'

BIG QUESTION - Can My Toys Save the World? What Needs to Change?

During this topic we will learn about 'toys' past and present.
We will:

- develop an awareness of the past, using common words and phrases relating to the passing of time
- learn that different periods in the past can be ordered on a timeline, describing when the things we have studied took place
- identify similarities and differences between ways of life in different periods
- use a wide vocabulary of everyday historical words
- ask and answer questions, choosing and using parts of stories and other sources to show that we know and understand key features of events
- understand some of the ways in which we find out about the past and identify different ways in which it is represented

Art

Drawing - 'Exploring line and shape'

Intended outcomes:

- Explore line and shape through a range of materials and stimuli
- Develop control and creativity as they investigate the work of artists Bridget Riley and Paul Klee
- Inspired by these artists, the children experiment with expressive mark-making and portrait drawing
- They learn how lines can vary in appearance and form shapes
- They begin to recognise shapes within forms to help them draw more accurately

Design Technology

Stable Structures: 'Making pencil pots'

Intended outcomes:

- Understand what structures are and where we find them
- Explore some ways to make structures more stable
- Design a stable product (a pencil pot) for a specific user
- Begin to use technical skills such as cutting evenly spaced cuts and joining parts of a structure using an appropriate method

'Christmas crafts'

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Music

Sing-Up

Menu Song

- Participate in creating a dramatic group performance using kitchen themed props
- Copy a leader in a call-and-response song, waiting their turn to sing
- Sing a cumulative song from memory, remembering the order of the verses
- Play classroom instruments on the beat.
- Listen and move in time to the song

Colonel Hathi's March

- Compose music to march to using tuned and untuned percussion
- Respond to musical characteristics through movement
- Describe the features of a march using music vocabulary (e.g. that it has a steady beat, that soldiers 'march' to music, naming the instruments playing in the clips)

KS1 Nativity

- Learning and performing songs

PE
(The P.E. Hub)

Autumn 1

Gymnastics - Unit 1

- Perform 'like' actions in a sequence
- Carry and set up apparatus safely
- Perform shapes on large and small body parts
- Take off and land and use shape in our jumps
- Travel on our feet, showing good body tension
- Create different levels in our performance

Hit Catch Run - Unit 1

- Select a space to throw or roll a ball into
- Track and collect a rolling ball
- Catch a ball to stop an opponent from scoring
- Use our hands to hit a ball
- Run between bases to score points
- Work as a team to score points

Autumn 2

Dance - Unit 1/Toys

- Show moods and feelings
- Move as if we were a character in a toy shop
- Create and perform movements which show friendship
- Perform leading and following movements
- Perform a short dance with a clear start, middle and end
- Use repeated actions in our dance

Attack Defend Shoot - Unit 1

- Hit a target
- Defend a target
- Roll and slide balls and beanbags
- Shoot in a game to get points
- Work with a partner to score points
- Use our attacking and defending skills in a game

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PSHE – Life to the Full Plus

(In combination with Forest school)

Module 1: Created and Loved by God
KS1 Module One: Created and Loved by God explores the individual. Rooted in the teaching that we are created by God out of love and for love, it helps children to develop an understanding of the importance of valuing themselves as the basis for personal relationships.

Unit 1 Religious Understanding
Story Sessions: Let the Children Come

Unit 2 Me, My Body, My Health
Session 1: I Am Unique
Session 2: Girls and Boys
Session 3: Clean and Healthy (My Body)

RE

Autumn 1
Branch 1 - 'Creation and Covenant'

- Know the story of how God made Creation
- Know everything comes from God
- Know God shows His love for us
- Know we can draw closer to God through prayer
- Know we should care for God's world
- Know about some of the ways people care for God's world

Autumn 2
Branch 2 - 'Prophecy and Promise'

- Know the Annunciation story
- Know Mary visited Elizabeth
- Know God sent us His Son Jesus because He loves us
- Know the angels sent a message to the shepherds
- Know that Mary is honoured around the world
- Know how Christians celebrate Christmas

Outdoor Learning/Forest School

- Communication and team building games
- Signs of Autumn
- Nature art
- Cross curricular outdoor learning

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