Spring Overview 2026 – Year One 'St Joseph Class'

English - Term 3

Focus texts for writing:
Tidy by Emily Gravett (narrative)

Tiny Crab is a Tidy Crab by Paula Bowles (narrative)

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 Explain: Instructions
How to keep a beach tidy
Features:
- Follow and give oral instructions
- Create picture instructions
- Appropriate title (e.g. How to…)
- Simple present tense
- Second person (you)

English - Term 4

Focus texts for writing:
Lila and the Secret of the Rain by David Conway (narrative)

Narrative outcome:
Re-telling
Simple retelling
Plot focus:
- Series of linked sentences
- Imitation of known stories
- Clear opening and closing sentence

Non-fiction outcome:
Writing to Inform: Recount
Lila's diary
Exceeding: diary entry before and after the rain
Features:
- Simple past tense
- Chronological order
- First person

Maths

Additive Structures:
- Number bonds to 10
- Understand aggregation and the addition symbol
- Understanding = sign as whole and parts are the same
- Add parts to find whole
- Find missing addends
- Understand subtraction as partitioning
- First, then, now stories with addition equations
- First, then, now stories with subtraction equations
- Finding missing parts
- Understand the link between addition and subtraction as inverse operations

Number Facts:
- Understand addition is commutative
- Partition pairs of numbers to 10
- Adding/subtracting 1 from any number
- Find the difference between consecutive numbers
- Add/subtract 2 from odd/even numbers
- Add/subtract 0
- Doubling/halving numbers
- Use addition and subtraction facts for pairs of numbers

Numbers 0-20:
- Understand value of numbers 11-19
- Form and partition tens and ones
- Odd and even numbers
- Doubling and halving numbers to 20
- Apply adding and subtracting facts to within 20
- *Measure and estimate length using non-standard units (dienes)*
- *Measure and estimate length using standard units (cm)*

UNITISING AND MONEY:
- Count in groups of 2
- Count in groups of 10
- Count in groups of 5
- Recognise the value of coins
- Find value of set of coins (by using skip-counting)
- Make set values of coins

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Science

Physics - 'Seasonal Changes'

- Recognise different types of weather
- Learn about clouds and rainfall
- Different types of cold weather
- How to keep safe in a thunderstorm
- How weather affects different places on Earth
- Identify the four seasons

Biology - 'Introduction to Plants'

- What a plant needs to grow
- The basic parts of a plant
- Common wild and garden plants
- Deciduous and evergreen trees

Computing

Programming (A)
'Moving a Robot'

- Explore using individual commands, both with other learners and as part of a computer program
- Identify what each command for the floor robot does, and use that knowledge to start predicting the outcome of programs
- Introduction to the early stages of program design through the introduction of algorithms

'Data and Information'

- This unit of work focuses on assigning data (images) with different labels to demonstrate how computers are able to group and present data

BIG QUESTION - Can We Change Climate Change?

Geography

'Whatever The Weather'

- Know and locate the four countries and capital cities of the UK
- Know and locate the three main seas that surround the UK
- Use a simple street plan to locate places in Patchway
- Know and sequence the four seasons of the Northern Hemisphere
- Locate Europe on a map and know some features of a temperate climate
- Locate Africa on a map and know about the Equator in relation to climate
- Locate Antarctica on a map and know some features of a polar climate
- Locate India on a map and know some features of a tropical climate
- Locate Australia on a map and know some features of an arid climate
- Know and locate the seven continents of the World

Art

Sculpture - 'Paper Play'

Intended outcomes:

- Roll paper tubes and attach them to a base securely.
- Make choices about their sculpture, e.g. how they arrange the tubes on the base or the colours they place next to each other.
- Shape paper strips in a variety of ways to make 3D drawings.
- Glue strips to a base in an interesting arrangement, overlapping some strips to add interest.

Design Technology

Structures 'Constructing a Windmill'

Intended outcomes:

- Identify some features that would appeal to the client (a mouse) and create a suitable design.
- Explain how their design appeals to the mouse.
- Make stable structures, which will eventually support the turbine, out of card, tape and glue.
- Make functioning turbines and axles that assemble into the main supporting structure.
- Say what is good about their windmill and what they could do better.

'Easter crafts'

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- Create a tree of life sculpture that includes several different techniques for shaping paper.
- Work successfully with others, sustaining effort over a time.
- Paint with good technique, ensuring good coverage.

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<u>Music</u>

Sing-Up

Football

- Learn a chant
- Practise the chant and create a simple ostinato on untuned percussion
- Compose melodies using mi-re-do (E-D-C) and the rhythm of the lyrics from Football
- Compose and perform word patterns in groups
- Compose melodies for our own word patterns using mi-re-do (E-D-C)

'Dawn' from Sea interludes

- Introduction to active listening using 'Dawn' from Benjamin Britten's Sea interludes
- Get to know the music better – identifying and moving to three contrasting themes
- Create and perform a movement piece to recorded music

Musical Conversations

- Improvise question-and-answer conversations using percussion instruments
- Create a piece of music called The phone call
- Create, interpret, and perform from graphic scores

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<u>PE</u>

(The P.E. Hub)

Spring 1

Games - Send & Return

- Send an object with increased confidence using hand or bat
- Move towards a moving ball to return
- Send and return a variety of balls

Games - Run Jump Throw

- Begin to link running and jumping
- Learn and refine a range of running which includes varying pathways and speeds
- Develop throwing techniques to send objects over long distances

Spring 2

Games - Attack Defend Shoot

- Recognise rules and apply them in cooperative and competitive games
- Use and apply simple strategies for invasion games

Dance

- Build simple movement patterns from given actions
- Compose and link patterns to make simple movement phrases
- Respond appropriately to supporting concepts such as canon and levels

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PSHE - Jigsaw

(In combination with weekly 'Twelve Baskets' assemblies and Forest school)

Dreams & Goals

- My Treasure Chest of Success
- Steps to Goals
- Achieving Together
- Stretchy Learning
- Overcoming Obstacles
- Celebrating My Success

Healthy Me

- Being Healthy
- Healthy Choices
- Clean and Healthy
- Medicine Safety
- Road Safety
  Happy Healthy Me

RE

Spring 1
Branch 3 - 'Galilee to Jerusalem'

- Presentation of Jesus in the Temple
- Simeon's pronouncement of the meaning of the Baby Jesus
- Jesus in the Temple
- Jesus announces his mission
- The call of the disciples
- Jesus and the little children
- Zaccheaus
- **Holy Week**

Spring 2
Branch 4 - Desert to Garden

- Jesus is tempted in the desert & Ash Wednesday
- Jesus enters Jerusalem and Jesus teaches in the temple
- The widow's mite
- The last supper
- The crucifixion and death of Jesus
- The angel's message

Outdoor Learning/Forest School

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

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