



KEY STAGE I Year One Curriculum 2026-2027

	Autumn	Spring	Summer
English Reading (CUSP)	Bridging Modules Beegu Where the Wild Things Are The Storm Whale The Owl and the Pussycat, Edward Lear Aesop's fables – The Boy Who Cried Wolf	The Tale of Peter Rabbit Look up! Here We Are Chocolate Cake, Michael Rosen	There's a Rangan in My Bedroom And Tango Makes Three The Lion Inside Aesop's Fables – The Hare and the Tortoise The Proudest Blue

	Autumn	Spring	Summer
English Writing (CUSP)	Bridging Modules Poetry: Pattern and Rhyme Setting Descriptions Instructional Writing Stories with familiar settings Poetry: Playing with Language	Recount from Personal Experience Informal Letters Poetry on a Theme Stories with Familiar Settings Recount from Personal Experience	Informal Letters Setting Descriptions Poetry: Playing with Language Poetry on a Theme: Nature Instructional Writing Poetry: Pattern and Rhyme

	Autumn	Spring	Summer
Maths Year I (White Rose Maths)	Place Value (within 10) Addition and Subtraction (within 10) Shape	Place Value (within 20) Addition and Subtraction (within 20) Place Value (within 50) Length and Height Mass and Volume	Multiplication and Division Fractions Position and Direction Place Value (within 100) Money Time



KEY STAGE I Year One Curriculum 2026-2027

	Autumn		Spring		Summer	
Science (CUSP)	Seasonal Change and daily weather (links with setting descriptions) Introduce plants (trees)	Animals including humans	Everyday materials	Revisit – Animals including humans	Plants	Revisit: Plants including trees
History (CUSP)	Changes within living memory (Autum I) How have I grown? Local history of shops		The lives of significant people (Mary Anning, David Attenborough)		More lives of significant people (Neil Armstrong, Mae Jemison, Bernard Harris Jr, Tim Peake)	
Geography (CUSP)	Continents and oceans/countries and capital cities of the United Kingdom		Hot and cold locations (Human and Physical Geography)		Mapping and Fieldwork	
Art (CUSP)	Drawing Painting		Printmaking Textiles		3D Art Creative response 2026	
DT (CUSP)	Mechanisms Structures		Food and Nutrition Understanding Materials		Textiles Food and Nutrition	
RE	Who do Christians say made the world? Why does Christmas matter to Christians?		Who is Jewish and how do they live? What do Christians believe God is like?		What does it mean to belong to a faith community? How should we care for the world and others, and why does it matter?	
PE	Fitness Yoga Fundamentals Gymnastics		Sending and receiving Gymnastics Ball Skills Dance		Striking and Fielding Games Team Building Athletics Dance	



KEY STAGE I Year One Curriculum 2026-2027

PSHE (Life Wise)	A problem shared is a problem halved Part 1 A problem shared is a problem halved Part 2 Being Happy Part 1 Being Happy Part 2 Being Mindful Part 1 Being Mindful Part 2 Braving the weather Part 1 Braving the weather Part 2 Communication Part 1 Communication Part 2 Hygiene and me Part 1 Hygiene and me Part 2	Emergency Services Part 1 Emergency Services Part 2 First Aid and CPR Part 1 First Aid and CPR Part 2 Food Safety and What Not to Eat Part 2 Getting your sleep Part 1 Getting your sleep Part 2 Hygiene and me Part 1 Hygiene and me Part 2 Kind vs Unkind My growing body Respecting others Part 1 Respecting others Part 2 Road safety Part 1 Road safety Part 2 Safety Symbols Part 1 Safety Symbols Part 2 Signalling and Sign Language Part 1 Trust Part 1 Trust Part 2	Safety Symbols Part 1 Safety Symbols Part 2 Signalling and Sign Language Part 1 Trust Part 1 Trust Part 2 Understanding difficult feelings Part 1 Understanding difficult feelings Part 2 Water safety Part 1 Water safety Part 2 What Not to Eat Part 1 What is Friendship What makes a family? Wildlife
Music (CUSP)	Being together in music Introducing rhythm and pulse	Introducing pitch Introducing tempo and dynamics	Exploring emotions through music Experimenting with sounds



KEY STAGE I Year One Curriculum 2026-2027

Computing (Teach Computing)	Computing systems and networks – Technology around us Creating media – Digital painting	Programming A – Moving a robot Data and information – Grouping data	Creating media – Digital writing Programming B - Programming animations
--------------------------------	---	--	--