Learning Map for Year 1: Autumn 2 2026

Please ensure your child reads each day

Computing

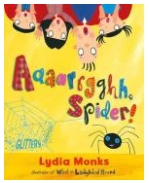
Programming: commands unplugged
Learning what an algorithm is and how they are used in computing. Thinking about why it is important to give instructions in the right order.

PE

Outdoor PE – Ball skills
Indoor PE – Cool Core (strength)

English

Looking at the book 'Aaaarrgghh, Spider!". Short narrative - children will look at starting to recreate the story using a clear beginning, middle and end. What animal will they choose?!





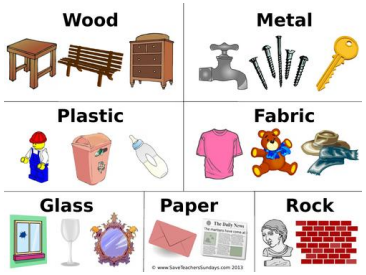
Looking at the book Beegu and using this for stimulus. Prediction, character description including feelings. Writing a letter to Beegu's parents back home.

Art

Drawing:
Exploring Line and Shape – using drawing to create shapes and explore light and dark lines

Science

Everyday materials
Discovering the difference between objects and materials by exploring and classifying a variety of items.



Maths

Continuing to learn different strategies to help solve addition and subtraction equations (within 10). Strengthening our knowledge of number bonds to 10.

Recognising, naming and describing the properties of simple 2D and 3D shapes.

Music

Snail and mouse:tempo
Learning that sections of music can be fast or slow, that notation is from right to left and how symbols can be used to represent sounds and rest

PSHE

Foundations for wellbeing
Supporting children to name different types of feelings and thoughts and learn simple self- regulation strategies to manage them.

Geography

What is the weather like here?
Locate the four countries of the UK on a map. Talk about what the weather is like in each of the seasons in the UK.

RE

The Nativity
Learning about the different characters and why they are important. Pupils learn that Jesus is God's son who was born in a stable who grew up to teach about God.

