

West Winch Primary School – Annual Curriculum Map

Year 1 – 2025 to 2026



Autumn Term – 1 st half		Spring Term – 1 st half		Summer Term – 1 st half	
Science	Animals including humans	Science	Everyday materials	Science	Plants Observe and record seasonal changes
History	-	History	Kings and Queens	History	-
Geography	Where in the world do I live?	Geography	-	Geography	-
Art & Design	Monochromatic – what is drawing?	Art & Design	-	Art & Design	-
Music	Charanga – Music Man	Music	Charanga – Music Man	Music	Charanga – Music Man
PE	Fitness; Tag rugby	PE	Gymnastics; Golf	PE	Tennis; rounders
DT	-	DT	-	DT	Food and Nutrition
Computing	Computing systems and networks – Technology around us	Computing	Programming A – moving a robot	Computing	Creating media – Digital writing
RE	How did the world begin?	RE	What is God's job?	RE	How do we know that new babies are special?
PSHE	Twinkl scheme: Relationships - TEAM	PSHE	Twinkl scheme: Living in the wider world – Diverse Britain	PSHE	Twinkl scheme: Health and Wellbeing – It's my body
Autumn Term – 2 nd half		Spring Term – 2 nd half		Summer Term – 2 nd half	
Science	Seasonal changes	Science	-	Science	-
History	Toys	History	Hospitals and healthcare – Florence Nightingale and Edith Cavell	History	Local history
Geography	-	Geography	Fieldwork – My local park	Geography	-
Art & Design	Sculpture	Art & Design	Chromatic – abstract art	Art & Design	Monochromatic
Music	Charanga – Music Man; Christmas production	Music	Charanga – Music Man	Music	Charanga – Music Man
PE	Dance; badminton	PE	Handball; Football	PE	Athletics; cricket
DT	Construction – Toy making workshop	DT	-	DT	Textiles
Computing	Creating media – Digital painting	Computing	Data and information – Grouping data	Computing	Programming B – introduction to animation
RE	What do some people believe God looks like?	RE	Why should we care for the world?	RE	Why should we care for others?
PSHE	Twinkl scheme: Health and wellbeing – Think positive	PSHE	Twinkl scheme: Relationships – Be yourself	PSHE	Twinkl scheme: Living in the wider world – Aiming high