



Wood End Primary School Curriculum Newsletter

Year 1 Summer term 1 2026

Dear Parents and carers,

We have now reached the Summer term and we have a very busy and exciting half term planned. As previously mentioned, as the children are in Year 1, they will be sitting the government Phonics Screening Test in June. Please ensure daily reading at home and that reading is recorded. By now, you would have had your parent consultations with the class teacher so that should help you know how to support your child further at home. Look out for workshops that will be happening this term as these will help you with further information.

Don't forget, we are here to help so if you have any questions or concerns, please speak to your class teacher in the first instance.

Please remember to continue to complete the weekly homework tasks on Google Classrooms. They are posted every Friday and are due in the following Wednesday.

Thank you for all your continued support,

Mrs Sturge and Ms Ibrahim

Themed days

We will be celebrating and discussing the following:

- Walk to school week
- St. George's Day
- World Maths Day
- Autism Awareness Day

Trips

We will be visiting Kew Gardens in May- which will link in with our science 'plants' topic.

We develop ourselves in many different ways – as scientists, geographers, historians, artists and technologists to name a few!

Below is a breakdown of the skills and knowledge to be covered in each subject through this topic.

English:

- As writers this term, we will be imitating, innovating and inventing the text The Gingerbread Man; along with exploring letter writing.
- We will be:
- Continuing to practise using the correct punctuation - for example using capital letters at the beginning of a sentence and full stops at the end.
- Learning to use dialogue in our writing by adding speech marks to what a character says
- Using both present and past tense in our writing
- Learning how to correctly use the suffixes 'ed' and 'ing' e.g. walk, walking, walked.

English: cont-

- Focussing on the use of time adverbs to sequence our writing e.g. **First we woke up and then we got dressed for school.**
- Developing our range of spelling of common exception words (e.g. **people, were, there**)
- Practising forming our letters properly, using our letter join programme
- Checking our work for mistakes and correcting it
- Exploring using commas in our writing e.g. **The soft, brown dog ran down the road.**

Youtube link to The Gingerbread Man text: <https://www.youtube.com/watch?v=pckuS--Uiv4&t=205s>

Mathematics:

- We will continue working with numbers within 50.
- We will continue our work on skipping counting, and learning to count in **2s, 5s and 10s.**
- We will be start to explore the concept of **multiplication** by organising numbers of equal groups and then begin to add them e.g. **$3 + 3 + 3 = 9$**
- We will be learning to solve word problems involving multiplication and doubling
- We will be exploring **division** by dividing numbers into equal groups e.g. **12 can be shared into 3 groups of 4**
- We will be beginning to look at **fractions** by splitting shapes and numbers into **halves and quarters**

Computing:

- We will be learning about coding, and learning to use code to create a computer program.
- We will learn about events and how we can use those to control an object.

See knowledge organiser for more information.

Religious Education:

We will be learning about what it means to be a member of the Jewish community.

Geography:

- We will be starting a journey around the world.
- To develop ourselves as geographers, we will be learning about the seven continents
- We will be using maps and globes to identify countries continents and oceans.

Science:

- We will be learning about different plants, their parts and what they need to grow.
- We will be planting our own seeds and observing them as they change and grow.
- We will be comparing deciduous and evergreen trees.
- We will also be looking at the different parts of plants that we can eat.

Reading:

We will be continuing to develop our comprehension skills, particularly focussing on developing our vocabulary and being able to answer inference based questions. We will also be focussing on preparing for the Phonics Screening Test.

IMPORTANT! Reading Records should be signed daily and brought to school every week.

Relationships

- We will be looking friendships and what makes a good friend.
- We will be recognising and celebrating our own achievements.
- We will be learning to give and receive compliments.

Physical Education:

In PE we will be looking to develop our agility by focusing on our reaction and response.

Art and Music

In Art..

- Our topic will be 'paintings of Children'.
- We will be exploring how a piece of art can tell us about a person.
- We will be using lines and shapes to create our own drawing and then we will add colour using paint and a variety of brushes.

See Knowledge organiser for more detail.

In music..

- Our topic will be 'Your Imagination'.
- We will be listening to and appraising songs such as 'A Whole New World', 'Day Dream Believer' and 'Pure Imagination'.
- We will be learning the song 'Your Imagination' and will then explore improvising the song to make our own versions.

Useful websites to support learning in this topic

<https://www.bbc.co.uk/bitesize/topics/>

www.phonicsplay.co.uk

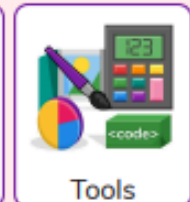
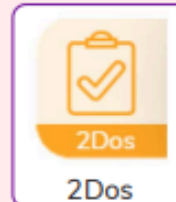


Unit: 1.7 Coding

Key Learning

- To understand what instructions are and predict what might happen when they are followed.
- To use code to make a computer program.
- To understand what object and actions are.
- To understand what an event is.
- To use an event to control an object.
- To begin to understand how code executes when a program is run.
- To understand what backgrounds and objects are.
- To plan and make a computer program.

Key Resources



Key Vocabulary

Action

Types of commands which are run on an object. They could be used to move an object or change a property.

Code

Instructions written using symbols and words that can be interpreted by a computer.

Event

Something that causes a block of code to be run.

Algorithm

A precise step by step set of instructions used to solve a problem or achieve an objective.

Command

A single instruction in a computer program.

Execute

To run a computer program.

Background

The part of the program design that shows behind everything else. It sets the scene for the story or game.

Debug/Debugging

Finding a problem in the code and fixing it.

Input

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.



Artist	A person who makes a work of art
Luxury	When something is very comfortable and maybe expensive
Wealth	To have lots of money or things
Message	An important piece of information that someone wants to share. This could be shown by a picture
Post	A time that happened before now
Pose	To put your body into a position so that someone can take a picture of you or draw you
Cubism	A way of painting and drawing where artists show more than one view of something in the same picture, like looking at many sides of a cube at once



Bruegel

Children's Games



Hogarth

The Graham Children