

Year 1: Term 2

Our World of Toys

<p>Science: 1st half: Materials</p> <ul style="list-style-type: none"> • Distinguish between an object and the material from which it's made. • Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock. • Describe the simple physical properties of everyday materials. • Compare and group together a variety of everyday materials on the basis of their simple physical properties. 	<p>Science: 2nd half: Plants</p> <ul style="list-style-type: none"> • Identify and name a variety of common, wild and garden plants, including deciduous and evergreen trees. • Identify and describe the basic structure of a variety of common flowering plants, including trees.
<p><i>ICT Opportunities :</i></p> <ul style="list-style-type: none"> • 	<p><i>ICT Opportunities</i></p> <ul style="list-style-type: none"> •
<p>History: QUEEN VICTORIA AND VICTORIAN TOYS</p> <ul style="list-style-type: none"> • To learn about Queen Victoria. • To learn about Victorian family life. • Use pictures to compare Victorian toys with modern day toys. • Visit a toy museum and discuss what other people's toys were like. • Decide whether an object is old or new. • Describe the characteristics of old and new objects. • Identify similarities and differences between toys in different periods. • Speak about what we have found out 	<p>Geography: THE UNITED KINGDOM</p> <ul style="list-style-type: none"> • Name, locate and identify characteristics of the four countries of the United Kingdom. • Name, locate and identify characteristics of the four capitals of the United Kingdom. • Use maps, atlases and globes to identify the United Kingdom and its countries.
<p><i>ICT Opportunities</i></p> <ul style="list-style-type: none"> • 	<p><i>ICT Opportunities</i></p> <ul style="list-style-type: none"> •
<p>ART: INVESTIGATING PATTERNS (use William Morris as an inspiration)</p> <ul style="list-style-type: none"> • Use a range of materials creatively to design and make products. • Use drawing and paint to develop ideas, experiences and imagination. • Develop a range of art and design techniques using colour, pattern, texture, line, shape and space. • Know about the work of William Morris. • Print with a range of hard and soft products. • Build repeating patterns and recognise pattern in the environment. • Experiment with printing motifs and colours. 	<p>D.T: MAKING PUPPETS</p> <ul style="list-style-type: none"> • Look at a variety of different puppets. • Know that puppets are made up of different parts. • Draw a puppet and label its parts. • Use a template to mark out the animals in Noah's story. • Join the fabric together (using basic sewing techniques or glue) • Develop our own designs by adding different fabrics. • Perform the story of Noah with the puppets.
<p><i>ICT Opportunities:</i></p> <ul style="list-style-type: none"> • 	<p><i>ICT Opportunities:</i></p> <ul style="list-style-type: none"> •
<p>Music:</p> <ul style="list-style-type: none"> • Use their voices creatively by singing songs, chants & rhymes • Play un-tuned instruments musically. • Listen with concentration to a range of high quality recorded music. • Experiment with sounds using interrelated dimensions of music. <p><i>ICT Opportunities Digital Media</i></p> <ul style="list-style-type: none"> • Record and play back sounds using a digital recording device • Create musical sequences using symbol-based software tools 	<p>Computing: Coding, Programming and Computer Games</p> <ul style="list-style-type: none"> • Understand and create simple everyday step-by-step algorithms • Use simple commands to control the movement and actions of a person or onscreen object • Use symbols for direction, distance and turn in a simple program or sequence of actions • Explore games and simulations with drag/drop and basic variables • Identify obvious errors and correct them
<p>P.E: games, gymnastic and dance (see the P.E folder for more guidance)</p>	
<p><i>ICT Opportunities; Digital Media and Tools</i> - Take photos and videos for a purpose, using basic camera tools – zoom and a tripod</p>	
<p>R.E - SEE AGREED SYLLABUS Christianity, Judaism</p>	
<p>Entitlement and Enrichment</p> <ul style="list-style-type: none"> • Pollock's Toy Museum/ Museum of childhood/ Southwark cathedral workshop on toys/ park visit (which has trees) 	