

# Year 1: Term 2

## Our World of Toys

### Science: 1st half: Materials

- 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.

### Science: 2<sup>nd</sup> half: Plants

- 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.

#### ICT Opportunities :

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#### ICT Opportunities

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### History: QUEEN VICTORIA AND VICTORIAN TOYS

- 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

### Geography: THE UNITED KINGDOM

- 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.

#### ICT Opportunities

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#### ICT Opportunities

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### ART: INVESTIGATING PATTERNS (use William Morris as an inspiration)

- 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.

### D.T: MAKING PUPPETS

- 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.

#### ICT Opportunities:

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#### ICT Opportunities:

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### Music:

- 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.

### Computing: Coding, Programming and Computer Games

- 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

#### ICT Opportunities Digital Media

- Record and play back sounds using a digital recording device
- Create musical sequences using symbol-based software tools

### P.E: games, gymnastic and dance (see the P.E folder for more guidance)

ICT Opportunities; Digital Media and Tools - Take photos and videos for a purpose, using basic camera tools – zoom and a tripod

R.E - SEE AGREED SYLLABUS Christianity, Judaism

### Entitlement and Enrichment

- Pollock's Toy Museum/ Museum of childhood/ Southwark cathedral workshop on toys/ park visit (which has trees)