Autumn 1 & 2 - Towers, Tunnels and Turret

Memorable experience – design and build your own tower using junk modelling materials

Art & DT	History	Science	ICT	PSHE	Music	PE
Create model towers from junk materials Develop drawing skills through sketching a local castle from a picture *Skills* *- experiment with tools and surfaces* *- draw as a way of recording experiences and feelings* *- discuss use of shadows, use of light and dark* *- sketch to make quick record* *- awareness of natural and man-made forms* *- expression of personal experiences and ideas* *- to shape and form from direct observation* *- decorative techniques* *- Replicate patterns and textures in a 3-D form*	Compare the use of objects in the past and present Examine artefacts and historical buildings from a locality Identify significant places in a locality Identify significant local people from history Use a source – observe or handle sources to answer questions about the past on the basis of simple observations *Skills* *- Sequence artefacts through time linked to local history (local castles)* *- Sequence photos from different periods of time* *- Identify differences between ways of life at different times* *- Communicate their knowledge through: Discussion…. Drawing pictures… Drama/role play. Making models… Writing. Using IC* *- Compare 2 versions of a past event*	Sort items into groups based on material properties Identify whether objects are natural or manufactured Describe the effect of heat on some objects *Skills* *- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.* *- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.*	Give detailed instructions to my friend (using forward, backward and turn) and physically follow their instructions Explain the order I need to do things to make something happen and talk about this as an algorithm Use programming software to make objects move Watch a program execute and spot where it goes wrong so that I can debug it *Skills* *- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions* *- Create and debug simple programs* *- Use logical reasoning to predict the behaviour of simple programs*	To know healthy and unhealthy choices Explain the importance of good hygiene Identify how the body gets energy from food, oxygen and water *- develop a growth mindset* *- Understand how to look after my body* *- Develop good hygiene, health* *exercise and sleep* Identify how body language can show feelings *Recognise that feelings can be hurt* *Identify qualities of friendship* *- understand bullying and teasing* *- understand our school rules about bullying* *- identify how to be a good friend* *- identify feelings and self-regulation*	Learn about 'Hands, Feet, Heart' - a song written for children to celebrate and learn about South African Music. *- take part in singing songs, following the tune (melody) well.* *- use voice to good effect.* *- perform with others, taking instructions from the leader.* *- use voice and instruments to make loud and quiet sounds (dynamics)* *Learn the 'Ho Ho Ho' song - a festive ditty.* *- copy a simple pattern of long and short sounds.* *- make a sequence of long & short sounds with help.* *- use invented or real symbols to invent and record simple rhythm patterns.* *- choose sounds to represent different things (ideas, thoughts, feelings, moods etc).* *- make sounds that are very different (loud and quiet, high and low etc)..* *Term Composer:* *Heroic Polonaise – Chopin*	Dance & Games Create low and high shapes Movement in time with music incorporating fast and slow Use space to aid activity Increase physical activity outdoors Participate in a range of activities *- develop running and jumping-* *- develop balance, agility and co-ordination, and begin to apply these in a range of activities* *- develop simple tactics* *- perform dances using simple movement patterns*