

Knowledge Outcomes

- The first person in space was Yuri Gagarin.
- The first person on the moon was Neil Armstrong.
- There are eight planets.
- The sun is a star.
- NASA stands for National Aeronautic Space Administration.

Design Technology

Design

- design purposeful, functional, appealing products for themselves
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups

Make

- select from and use a range of tools and equipment to perform practical tasks

Evaluate

- evaluate their ideas and products against design criteria

Technical knowledge

- explore and use mechanisms – sliders, levers

Strength Lies in difference

Children to understand what it means to be different and what makes them different from others.

Children to be familiar with these key terms and understand what they mean: Identity, Race, Diverse, Ethnicity, Minority, Majority, Responsibility, Values and Stereotype

Children to understand why it is important to celebrate difference in both themselves and others

English / Mathematics

Included on termly Success and Challenge cards

Personal, Social and Emotional Development

PSCHE: Who is special to us?

Learn that family is one of the groups they belong to, as well as, for example, school, friends, clubs

Learn about the different people in their family / those that love and care for them

Know what their family members, or people that are special to them, do to make them feel loved and cared for

Understand how families are all different but share common features – what is the same and different about them

Learn about different features of family life, including what families do / enjoy together

Know that it is important to tell someone (such as their teacher) if something about their family makes them feel unhappy or worried

R.E.: Festivals

To learn that:

A festival is a time of celebration and explores both sad and happy memories

There are common elements in most celebrations (e.g. food, clothes, gifts, cards, family gatherings, saying 'thank you')

Religious and worldview festivals concern significant events from the past showing relevance for the present

AUTUMN TERM 2 Objectives *Moon Zoom!* (History focus) Year 1

Physical Development

Dance

Perform basic body actions

Use different parts of the body singly and in combination

Practice moving expressively and clearly

Remember, repeat and link movement phrases and dances

Move with control

Perform more complication combinations of movement

fluently and with control

Perform clearly and expressively

Show an awareness of phrasing and music

Understanding the World

HISTORY: Lives of significant individuals – Neil Armstrong

Learn about the lives of significant individuals in the past who have contributed to national and international achievements.

Compare aspects of life in different periods.

Learn about changes within living memory. Where appropriate these should be used to reveal aspects of change in national life.

GEOGRAPHY: Satellite Images

Use aerial photographs to recognise landmarks and basic physical features.

SCIENCE: Everyday materials

Distinguish between an object and the material from which it is made

Use their observations and ideas to suggest answers to questions

COMPUTING: i-Algorithm

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

Expressive Arts and Design

ART: Famous artists

Describe the work of famous, notable artists and designers.

Express an opinion on the work of famous, notable artists.

Use inspiration from famous, notable artists to create their own work and compare.

Key artists and designers: Georges Seurat.

MUSIC: Understand and explore how music is created, produced, and communicated, through the inter-related dimensions: pitch, duration, dynamics, tempo, timbre, texture.

Composing:

Create musical sound effects and short sequences of sounds in response to stimuli. Combine sounds to make a story, choosing and playing instruments or sound-makers.

Explore the difference between creating a rhythm pattern and a pitch pattern.

Invent, retain and recall rhythm and pitch patterns and perform these for others