

AUTUMN TERM

A

SCIENCE - Everyday Materials

- Distinguish between an object and the material from which it is made (1)
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
- Describe the simple physical properties of a variety of everyday materials (1)
- Compare and group together a variety of everyday materials on the basis of their simple physical properties (1)
- 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.

HISTORY

- The lives of significant individuals in the past who have contributed to national and international achievements.
- Events beyond living memory that are significant nationally or globally. *Guy Fawkes*

GEOGRAPHY

Geographical skills and fieldwork

Human and Physical Geography

Use basic geographical vocab to refer to: **Key physical features:** beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather. **Key human features:** city, town, village, factory, farm, house, office, port, harbour and shop.

Locational knowledge

- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.
- Use world maps, atlases and globes to identify the UK and it's countries, as well as the countries, continents and

oceans studied at this key stage.

COMPUTING

Espresso Coding 2a

- 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
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

MUSIC

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

RE - Beliefs, Questions and Belonging

- What families believe about God, natural world, human beings and significant figures.
- Where and how people belong and why belonging is important.

ART & DESIGN

- To use a range of materials creatively to design and make products.
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

P.E.

- Master basic movements including running, jumping, throwing and catching as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.
- Participate in team games, developing simple tactics for attacking and defending
- Perform dances using simple movement patterns.

DESIGN & TECHNOLOGY

Cooking and nutrition

- Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.
- Use the basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.

• DESIGN

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and where appropriate, information and communication technology.

MAKE

- Select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining and finishing)
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

EVALUATE

- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.

PSHE

- New Beginnings
- Getting on and falling out

Ongoing Learning Objectives

SCIENCE - Seasonal Changes

- Observe changes across the four seasons.
- Observe and describe weather associated with the seasons and how day length varies.

ICT

- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.