

Engage: A journey to space

Express: A trip to the Science Museum

Knowledge Outcomes

The first person in space was Yuri Gagarin in 1961.
The first person on the moon was Neil Armstrong in 1969.
The first object in space was Sputnik in 1957.

Challenge:

The USSR and USA were involved in the space race in 1957 and they built a rocket.

NASA stands for National Aeronautic Space Administration.

Strength Lies in difference

WALT understand what it means to be different and what makes them different from others.
WALT be familiar with these key terms and understand what they mean: Identity, Race, Diverse, Ethnicity, Minority, Majority, Responsibility, Values and Stereotype
WALT 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?

WALT Learn that family is one of the groups they belong to, as well as, for example, school, friends, clubs
WALT Learn about the different people in their family / those that love and care for them
WALT Know what their family members, or people that are special to them, do to make them feel loved and cared for
WALT Understand how families are all different but share common features – what is the same and different about them
WALT Learn about different features of family life, including what families do / enjoy together
WALT 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

Activities

Moon Zoom!

Year 1

Physical Development

Dance

WALT Respond in the correct manner to commands (Inside, Outside, Freeze etc)
WALT Repeat some simple sequences of movements
WALT Repeat a simple sequence of movements relating to a stimulus

Multi-skills

WALT Develop children's agility
WALT Develop children's co-ordination
WALT Throw and catch displaying a degree of competency, in isolation and in varied environments
WALT Demonstrate changes of direction, level & speed

Understanding the World

HISTORY: Lives of significant individuals – Neil Armstrong

WALT Learn about the lives of significant individuals in the past who have contributed to national and international achievements.
WALT compare aspects of life in different periods
WALT Learn about changes within living memory.
Where appropriate these should be used to reveal aspects of change in national life.

GEOGRAPHY: Satellite Images

WALT Use basic geographical vocabulary to refer to key physical factors including: beach, cliff, forest, hill, mountain, sea, ocean, river, soil and valley

SCIENCE: Everyday materials

WALT Distinguish between an object and the material from which it is made
WALT Use their observations and ideas to suggest answers to questions

Computing: E-safety

WALT give a few examples of information that is personal
WALT often point out what it is about someone that makes me not trust them
WALT know that personal information should only be given to people I trust

Expressive Arts and Design

ART: Painting

WALT Name the primary and secondary colours
WALT Experiment with different brushes and other painting tools such as finger painting
WALT Mix primary colours to make secondary colours

D&T: 3D Models

WALT Use a range of materials creatively to design and make products
WALT Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Music: Composing

WALT Improvise simple vocal chants using question and answer phrases
WALT Create musical sound effects and short sequences of sounds in response to stimuli.
WALT Combine sounds to make a story, choosing and playing instruments or sound-makers.
WALT Explore and create rhythm patterns.