Topic Map Class 1 Term 1/2 2023/24 -Chocolate

Geography Sequence of Learning

- 1)Recap where we live. Which country & continent.
- 2) Use atlases & world maps to locate and name the continents of the world.
- 3) Revise the seven continents of the world and locate and name the five oceans surrounding them.
- 4) Use maps and atlases to locate the equator. Discuss what the weather conditions might be like there and why. Name the North and South poles
- 5))Discuss conditions of growth of cocoa trees Discuss which continents that they might grow in. Label on a world

Assessment Activity

To label the seven continents and five oceans on a world

Music Sequence of Learning

My Musical Heartbeat

- 1) Listen to the beat.
- 2)Improvise the beat.
- 3) Find the beat in a song.
- 4)Learn the sona. 5)Perform the song.

Dance, Sing and Play

- 1)Listen to the song and identify rhythmic and melodic
- 2)Learn to sing the song.
- 3)Play instruments to accompany the song.

Assessment Activity

To perform a song to an audience.

Art Sequence of Learning

- 1)Look at portraits by Frida Kahlo and discuss our feelings about them.
- 2)Find out about Frida Kahlo's life and her inspiration to become an artist.
- 3) Visit from a local artist to help us learn how to draw a self
- 4) Use sketch books to experiment with ideas.
- 5) Create a self portrait in the style of Frida Kahlo.

Assessment Activity

To create a self portrait

English

Writing to entertain

Stories based on 'There's a Rang Tang in my Bedroom' by James Sellick

Poetry based on 'Chocolate Cake' by Michael Rosen

Descriptions of characters from Charlie and the Chocolate Factory

Writing to inform

Writing instructions for making a chocolate bar Fact sheets about the cacao tree.

Computing Sequence of Learning

<u>Digital Literacy - Online safety</u>

- · To log in safely and understand why that is important.
- · To create an avatar and to understand what this is and how it is used
- · To be able to create a picture and add their own name to
- · To start to understand the idea of 'ownership' of creative work
- · To save work to the My Work area and understand that this is private space.
- · To learn how to find saved work in the Online Work area. · To learn about what the teacher has access to in Purple
- · To learn how to see messages left by the teacher on their
- To learn how to search Purple Mash to find resources.

Computer Science - Maze Explorers

Mash

- To understand the functionality of the basic direction kevs.
- · To be able to use the direction keys to complete the challenges successfully
- To understand how to create and debug a set of instructions (algorithm).
- · To use the additional direction keys as part of their algorithm.
- · To understand how to change and extend the algorithm
- To create a longer algorithm for an activity

Information Technology - Questioning

- · To show that the information provided on pictograms is of limited use beyond answering simple questions
- · To use yes/no questions to separate information
- To construct a binary tree to separate different items.
- · Use 2Question (a binary tree) to answer questions To use a database to answer more complex search
- questions. · To use the Search tool to find information.

Assessment

Pieces of work for each module saved in children's individual folders on Purple mash.

Balance - Static balance on one lea

P.E. Sequence of Learning

- I can balance on one leg for 10 seconds on my left and right
- I can balance on one leg for 30 seconds on my left and right
- I can complete 5 mini squats on my left and right legs.

Coordination - sending and receiving

- 1. Roll large ball and collect the rebound.
- 2. Roll small ball and collect the rebound.
- 3. Throw large ball and catch the rebound with 2 hands.
- 4. Throw tennis ball, catch rebound with same hand after 1 bounce.
- 5. Throw tennis ball, catch rebound with same hand without a bounce.
- 6. Throw tennis ball, catch rebound with other hand after 1 bounce.

Agility - ball chasing

- 1. Roll a ball, chase and collect it in balanced position facing opposite direction.
- 2. Chase a ball rolled by a partner and collect it in balanced position facing opposite direction.
- 3.Start in seated/lying position, throw a bouncing ball, chase and collect it in balanced position facing opposite direction 4. Start in seated/lying position, chase a bouncing ball fed by a partner and collect it in balanced position facing opposite direction.

Gymnastics

Travel

- 1) Walk, march, jog, side step, skip and slide on the floor, 2) Walk, march, jog, side step, skip and slide with hand apparatus.
- 3) Walk, march, jog, side step, skip and slide on low apparatus.
- 4) Walk, march, jog, side step, skip and slide on large apparatus.

1) To balance on 1 foot, stomach, side, bottom and feet. hands and feet and hands and 1 knee on the floor. 2)To balance on 1 foot, stomach, side, bottom and feet, hands and feet and hands and 1 knee with hand apparatus. 3) To balance on 1 foot, stomach, side, bottom and feet, hands and feet and hands and 1 knee, on low apparatus 4) To balance on 1 foot, stomach, side, bottom and feet,

hands and feet and hands and 1 knee on large apparatus.

Assessment Activity

Term 1

- To Throw and catch a ball and roll and collect a ball. Term 2
- To create a gymnastic sequence including different ways of travelling and balancing.

Me and my relationships

1)Identify special people in our lives.

PSHE Sequence of Learning

- 2)Identify who can help us if we're sad, worried or scared. 3)Identify a range of feelings
- 4)Recognising that our bodies and feelings can be hurt. 5)Understand and describe strategies for dealing with
- 6) Identify the difference between bullying and teasing.

- 1)To recognise the similarities and differences between their home and those of others
- 2)To talk about what makes their home feel special and safe.
- 3) To identify people who are special to us.
- 4) To recognise the qualities that make a person special to
- 5)To recognise and explain how how a person's behaviour can affect other people.

Assessment Activity

Create an anti bullying poster

History

Science Sequence of Learning

Living things and their habitats

depend on each other

Assessment Activity

depend on it

within it.

1)Explore and compare the differences between things that

2)Look at habitats within the school grounds e.g. the

3)Describe how different habitats provide for the basic

needs of different kinds of animals and plants, and how they

4) To identify the habitat of the cocoa tree and animals that

Produce a double page spread on a habitat and the life

different trees and identify the species that live there.

are living, dead, and things that have never been alive

1)Look at examples of chocolate bars. Discuss different flavours, ingredients and types of chocolate.

- 2)Design chocolate bar, listing ingredients and choosing a name and packaging.
- 3)Make the chocolate bar.

DT Sequence of Learning

4)Evaluate the chocolate bar.

Assessment Activity

Produce a chocolate bar.

1)Have a discussion about how long ago chocolate was invented. Relate it to other periods of history we have studied e.g before/after Ernest Shackleton travelled across

- Antarctica. Before/after the Roman era. 2) Find out about the Mayan people who first discovered the
- cacao beans. 3)Find out about explorers who took cacao beans back to other continents
- 4)Find out about the development of the first chocolate bar by J.S. Fry and sons.
- 5)Find out about the development of chocolate bars by the Cadbury brothers.

Assessment Activity

To create a time line of chocolate development

R.E. Sequence of Learning - Term 1

Creation Story

- 1) Creating something special.
- 2)Scavenger hunt linked to Creation.
- 3) Ordering the Creation story.
- 4) Creation story artwork.

Assessment Activity Retelling the story of Creation by making a story wheel

Christmas

1) Looking at special gifts for baby Jesus.

R.E. Sequence of Learning - Term 2

- 2) The Christmas Story. 3) Retelling the Christmas Story.
- 4) Creating gift tags for a new baby.

Assessment Activity

Ordering and retelling the Christmas Story.

Addition and Subtraction

Money

2D and 3D shape

Place Value