

Topic Map Class 1 Term 5/6 2022/23 - What's beneath our feet? (Please note that the objectives within the learning sequence are summary of learning within our mixed classes. for more detailed year group specific objectives please refer to our Skills and Knowledge Progression documents)				
<p><u>Geography Sequence of Learning</u></p> <p>1) Identify the main geographical features of Luckington by walking around the village, looking at maps and aerial photos. 2) Identify the symbols on a map that represent the geographical features. 3) Draw maps of Luckington and represent geographical features with symbols from a key. 4) Use compass points North, South, West and East to follow directions on a route.</p> <p><u>Assessment Activity</u> To create a map of Luckington with a key.</p>	<p><u>Computing Sequence of Learning</u></p> <p><u>Computer Science - Coding</u> To understand what instructions are. To predict what will happen when instructions are followed. To understand that computer programs work by following instructions called code. To use code to make a computer program. To understand what objects and actions are. To understand what an event is To use an event to control an object. To understand what an event is. To begin to understand how code executes when a program is run. To understand what backgrounds and objects are To understand how to use the scale attribute (property). To plan a computer program. To make a computer program. To understand what an algorithm is To create a computer program using an algorithm. To create a program using a given design. To understand the collision detection event. To understand that algorithms follow a sequence. To design an algorithm that follows a timed sequence. To understand that different objects have different attributes (properties). To understand what different events do in code. To create a program using a given design To understand the function of buttons in a program. To know what debugging means To understand the need to test and debug a program repeatedly. To debug simple programs</p> <p><u>Information Technology - Spreadsheets</u> To understand what a spreadsheet looks like. To be able to navigate around a spread sheet and enter data. To learn new vocabulary related to spreadsheets. To add clipart images to a spreadsheet. To use the 'move cell' and 'lock' tools. To use the 'speak' and 'count' tools in 2Calculate to count items.</p> <p><u>Assessment</u> Pieces of work for each module saved in children's individual folders on Purple mash.</p>	<p><u>P.E. Sequence of Learning</u> <u>Dynamic Balance to Agility</u> 1) Jump from 2 feet to 2 feet forwards, backwards and side to side. 2) Jump from 2 feet to 2 feet with quarter turn in both directions. 3) Stand on a line and jump from 2 feet to 1 foot and freeze on landing (on either foot).</p> <p><u>Counter Balance with a partner</u> 1) Sit holding hands with toes touching, lean in together then apart. 2) Sit holding 1 hand with toes touching, lean in together then apart. 3) Sit holding hands with toes touching and rock forwards, backwards and side-to-side. 4) Hold on and, with a long base, lean back, hold balance and then move back together. 5) Hold on with 1 hand and, with a long base, lean back, hold balance and then move back together.</p> <p><u>Footwork</u> 1) Side-step in both directions. 2) Gallop, leading with either foot. 3) Hop on either foot. 4) Skip 5) Combine side-steps with 180° front pivots off either foot. 6) Combine side-steps with 180° reverse pivots off either foot. 7) Skip with knee and opposite elbow at 90° angle. 8) Hopscotch forwards and backwards, hopping on the same leg (right and left).</p> <p><u>Gymnastics - Rolling</u> 1) Revise pencil and dish and arch rolls 2) Practise egg tuck rolls. 3) Practise rock and roll to feet 4) Perform rolls with hand apparatus 5) Perform rolls in a sequence with large apparatus.</p> <p><u>Swimming</u></p> <p><u>Assessment Activity</u> To perform a sequence including a roll and a partner counter balance.</p>	<p><u>PSHE Sequence of Learning</u></p> <p><u>Keeping Safe</u> 1) Eating healthily 2) What's safe to go in my body (including medicines) 3) Keeping healthy. 4) Sleeping well 5) Sharing pictures safely 6) Dental hygiene</p> <p><u>Assessment Activity</u> Create a keeping healthy leaflet/poster</p>	<p><u>Science Sequence of Learning</u></p> <p><u>Plants</u> 1) Look at plants grown from bulbs and discuss other ways that plants grow. 2) Plant seeds and discuss conditions needed for them to grow. 3) Set up an experiment with seeds without one necessary condition i.e no water, no light, no heat. 4) Observe growth of seeds over time. 5) Discuss results of experiment and compare to plants grown in full conditions.</p> <p><u>Materials</u> 1) Collect litter and discuss different types of materials the objects are made from. 2) Find other objects which are made from each material. 3) Describe properties of each material. 4) Sort materials according to their properties.</p> <p><u>Assessment Activity</u> Produce a double page spread on plant conditions and types of materials.</p>
<p><u>Music Sequence of Learning</u></p> <p>Charanga - Summer term 1 - friendship song.</p> <ul style="list-style-type: none"> listen & appraise Find the pulse learn the song Accompany the song Improvise Compose with the song <p><u>Assessment Activity</u> To use tuned instruments to accompany a song</p>			<p><u>DT Sequence of Learning</u></p> <p>1) Look at examples of levers and slider mechanisms. 2) Design a moving picture of a flower using a lever or slider mechanism. 3) Make a moving picture. 4) Evaluate the moving picture.</p> <p><u>Assessment Activity</u> Produce a moving picture using a lever or a slider mechanism.</p>	<p><u>History</u></p> <p>1) To dig for historical sources and discuss what they tell us about the past. 2) Look at different Roman artefacts and discuss what they tell us about life in Roman times. 3) Compare artefacts from the past to objects we use now.</p> <p><u>Assessment Activity</u> Compare artefacts from Roman times to objects now.</p>
<p><u>Art Sequence of Learning</u></p> <p>1) Look at the illustrations by Eric Carle in The Tiny Seed. 2) Discuss the methods he used to create the illustrations. 3) Use different printing techniques to create collage paper in the style of Eric Carle. 4) Use collage paper to recreate Tiny Seed pictures.</p> <p><u>Assessment Activity</u> To create an image from the story The Tiny seed using printed collage paper.</p>			<p><u>R.E. Sequence of Learning</u></p> <p>Term 5 - Judaism Is Shabbat important to Jewish children? Create a week wheel of activities Learn about a day in the life of a Jewish child Name items used Write Shabbat prayers</p> <p><u>Assessment Activity</u> Term 5 Would a Jewish child go to a friend's house for a party on Friday evening? Be able to name special items used during Shabbat.</p>	<p><u>R.E. Sequence of Learning</u></p> <p>Term 6 - Judaism Are Rosh Hashanah and Yom Kippur important to Jewish children? Learn about forgiveness Learn the significance of Rosh Hashanah and Yom Kippur and the symbolism attached</p> <p><u>Assessment Activity</u> Term 6 Children are able to say what it feels like to say sorry. Say what happens at Rosh Hashanah and Yom Kippur. Identify items that would be important for Jewish children</p>
<p><u>English</u> <u>Fiction</u> Stories based on 'The Tiny Seed' By Eric Carle <u>Non-Fiction</u> Writing instructions. Writing a report on our science experiment. Labelling maps. Sunflower diaries. <u>Poetry</u> Flower/plant poems</p>	<p><u>Maths</u> <u>Y1</u> Addition & subtraction Place value to 100 Time Measuring length, weight and capacity <u>Y2</u> Division Fractions Time Measuring length, weight and capacity</p>			

