

# Are We There Yet?

## History

### What we should already know...

- Children know the difference between past and present events in their own lives and some reasons why people's lives were different in the past.
- Vocabulary - now, then, old, older, new, newer, today, yesterday, tomorrow, last week, last year
- Use physical sources from the past in relation to topics covered. E.g. toys in the past / ICT through the years - old cameras tape players etc.

### As Historians we will...

- Understand common words and phrases relating to the passing of time.
- Sequence people, events or objects taught so far.
- Ask simple questions about a significant event in history.
- Use a given source (e.g. diary entry, artefacts) to find facts about the past.

### Vocabulary

year, decade, century, ancient, modern, long ago, timeline, date order, past, present, events, lives, living memory source, artefacts, why? where? when? opinion, detective, historians, this source tells me..

Wright Brothers, transport, aeroplane, Orville and Oscar Wright, inventor, Kitty Hawk, hot air balloon, helicopter, car, bus, engine, propeller, travel, bike, penny farthing, train, boat

# Are We There Yet?

## Design & Technology

### What we should already know...

- Use what they have learnt about media and materials in original ways, thinking about uses and purposes.
- Represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.
- Vocabulary - idea shape construct build plan wood card paper plastic straw

Application of knowledge  
outcome

Using our history and DT  
knowledge we will make our  
own vehicles

### As Design Technologists we will...

- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.
- Evaluate their ideas and products against design criteria
- 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.

### Vocabulary

Lever, sliders, wheels, axles, structures, stronger, stiffer, stable, reinforce, mechanisms, review, improve, idea, shape, make, construct, purpose, customer, aim, develop, template, use, appearance, transparent, opaque, wood, plastic, absorbent, wheel, wool, decoration, pattern, style, lever, survey, equipment, tools, saw, cut, join, finish, construct, material, sew, glue, attach, stable, axle, glue gun, joint, scissors, screwdriver, ruler.

# Are We There Yet?

## Computing

What we should already know...

Understanding the World - Technology (Early Learning Goal)

- Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.
- Uses ICT hardware to interact with age-appropriate computer software.

As Information Technologists we will...

- Switch on a computer and log on and off (with adult support).
- Open a program or previously saved work (with adult support) and close a program.
- Save a document with an appropriate name (with support).
- Print a document (with support).
- Type and draw in a document.
- Use the computer mouse or trackpad to move, click and drag objects.
- Change font, colour or size of text.
- Use icons to copy and paste.
- Insert, resize and rotate an image.
- Identify and discuss forms of information technology in the home and school.
- Begin to understand the purpose of a search engine.
- Understand that information is presented in many ways (e.g. text, images and videos).

Vocabulary

Browser, log on, log off, open, save, print, type, draw, icon, resize, rotate, insert, font, drag, click, mouse, trackpad, left click, right click.

Application of knowledge outcome

We will create an information poster about a mode of transport using Microsoft Word

# Are We There Yet?

## School Drivers

### Be Creative

We will make our own models of transport and use different materials and devices to ensure they move.

### Be World-Wise

We will learn about different modes of transport used around the world.

We will learn about the lives of significant individuals - the Wright brothers.

In RE we will explore Hinduism.

### Be Resilient

We will adapt and make changes to our transport models in DT lessons.

We will persevere and problem solve when learning new skills in computing lessons.