

Computing

What we should already know:

Carry out a sequence with a single command, including forwards, backwards and turn.

Programme the Bee-Bot to get from one point to another along a specific route.

Make sensible predictions about where a Bee-Bot may stop from a simple set of instructions.

As programmers we will:

Carry out a sequence with multiple commands to go along a specific route.

Make sensible predictions about where a Bee-Bot may stop from a set of instructions.

Change and improve their sequence of commands.

Scratch Junior

Choose a new sprite or background.

Carry out a sequence with multiple commands, including increasing or decreasing size of sprite.

Use other simple commands, such as speak, repeat and sounds.

Debug a set of instructions when necessary.

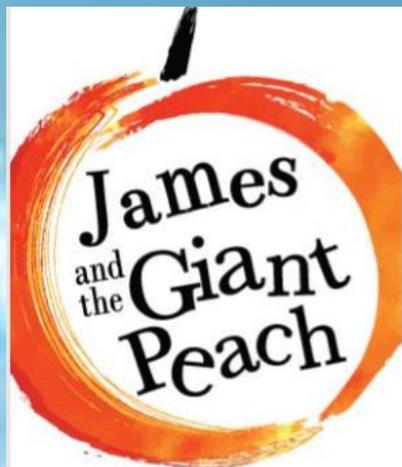
Vocabulary:

Multiple commands, clockwise, anticlockwise, increase, increase, decrease, sprite, background, debug, repeat.

Application of knowledge outcomes:

Making a bug hotel

Helping to direct James on his journey on the peach



Geography

What we should already know:

Devise simple maps

As geographers we will:

Use basic geographical vocabulary.

Use an infant atlas to locate places.

Use simple compass points and directional language to describe the location of features and routes on a map.

Use and construct basic symbols in a key.

Vocabulary:

compass point, map, Earth, North, South, East, West, far, near, left, next to, above, below, right, symbol, key, location, direction, label, atlas, floor

DT

What we should already know:

Represent their own ideas, thoughts and feelings through design and technology

As design technologists we will:

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Select from and use a range of tools and equipment to perform practical tasks [for example, 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 their ideas and products against design criteria

Vocabulary:

idea, shape, make, construct, purpose, aim, develop, template, use, appearance, wood,

plastic, equipment, tools, cut, join, finish, construct, material, sew, glue, attach, stable, glue gun, scissors, review, improve,

Be Creative:

When we use design our bug hotels

Be Resilient:

When debugging the Bee-bots

Be World-Wise:

When we use atlases to understand the journey of James on the Peach