

FINDING NEVERLAND

Science:

What we should already know:

- Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.

As Scientists we will:

Materials:

- Distinguish between an object and the material from which it is made.
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.
- Describe the simple physical properties of a variety of everyday materials.
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.

Key Vocabulary:

Material, object, wood, plastic, glass, metal, paper, water, rock, cardboard, property, hard, soft, stretchy, stiff, shiny, dull, rough, smooth, bendy, classify, waterproof, absorption, sort, group, compare, similar, different, matter.



Summer

History:

What we should already know:

- 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:

Historical Enquiry:

- Ask simple questions about a significant event in history.
- Use a given source (e.g. diary entry, artefacts) to find facts about the past.

Key Vocabulary:

Source, artefacts, why? where? when? opinion, detective, historians, this source tells me..

Geography:

What we should already know:

- To construct houses, tracks, and representation of buildings in construction areas.
- To use ariel photographs of school grounds. Use mark making to devise simple maps

As Geographers we will:

Geographical Skills and Enquiry:

- Use simple compass points and directional language to describe the location of features and routes on a map.
- Devise a simple map.
- Use and construct basic symbols in a key.
- Use simple fieldwork and observational skills to study the geography of school and its grounds and the key human and physical features of its surrounding environment.

Key Vocabulary:

A view from above, map, Earth, north south east west location, direction, label, landscape, atlas, distance, route, plan, position, continent, ocean, equator, sea, country, island, capital cities



Be Resilient	We will develop our resilience by learning to log on to Chromebooks for the first time and acquiring computing skills.
Be Creative	We will develop our creativity by applying our science skills to select our materials before designing and making our own Lost Boys Shelters.
Be World-Wise	We will become more world-wise as we discover famous Pirates from the past and how they sailed the oceans.

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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.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used

As Design Technologists we will:

Design:

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

Technical Knowledge:

- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Key Vocabulary:

Idea, shape, make, construct, purpose, levers, sliders, wheels, axles, structures, stronger, stiffer, stable, reinforce, mechanisms

Outcome:

We will apply our science knowledge to help us select the best materials to design and make our own Lost Boys Shelters. We will also use the ICT suite to create wanted posters for a famous pirate.



Computing:

As Computer technologists we will:

E-Safety:

- Save, name and date digital work they create

Technology. Software & Programs

- 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).
- Open the internet browser.
- Use a given webpage to find some facts or an image to answer a specific question.
- 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.

Multimedia:

- Use ICT to generate ideas for their work.
- Use various tools such as brushes, pens, rubber, stamps and shapes.
- Use software to take a photograph and capture a video.
- Use software to record sound at and away from a computer.

Key Vocabulary:

Save, date, email, browser, log on, log off, open, save, print, type, draw, icon, resize, rotate, insert, font, drag, click, mouse, trackpad, left click, right click, tools, brush, pen, rubber, stamp, shape, software, photograph, capture, video, record, sound.

Art:

What we should already know:

- Explore painting on different surfaces
- Enjoy experimenting with a variety of tools e.g. sponges, twigs, fingers, feathers

As Artists we will:

- Explore the use of line, shape and colour.
- Use overlapping techniques
- Shape and model materials for a purpose Use tools and equipment safely and in the correct way.
- Explore structure and form.
- Model over an armature.
- Continuous line drawing basis

Key vocabulary:

mould, manipulate, carve, coil, join, three dimensional Colour: primary, secondary, pure/hue, Shape/Form: circle Pattern: repetition, overlap, abstract art

