

How has travel changed over time?











E ngaging

A uthentic

R igorous

N ova Curriculum

Year 1 Terms 1 & 2 Making a difference

Overview:

This enquiry enables learners to learn about how travel has changed over time, how significant people have invented new technology or changed what we thought was possible. We will be learning how trains, buses, cars and aeroplanes have been invented and updated over time, about the lives of significant people who have made history with their inventions and bravery, either by venturing into space (Neil Armstrong) or by flying solo (Amelia Earhert)

As scientists, the children will be learning about different materials. We will learn the difference between an object and the material it is made from. We will be identifying and classifying common materials and learning to distinguish and group them by their properties. We will be describing and testing properties of common materials and conducting our own absorbent / waterproof experiment.

As artists, we will be exploring the fundamental elements of colour, texture, shape and pattern. We will be investigating different print artists such as Andy Warhol and Yayoi Kusama, printing with everyday objects, designing and making our own print tools and creating original pieces of artwork.

As geographers, we will be investigating the United Kingdom and the four countries within it.

As designers we will be exploring nutrition and cooking. We will be investigating what the harvest and foods that are in season during the autumn months. We will be designing, making, evaluating and refining a delicious autumn soup.

Learning links (previous learning):	Celebrating diversity and inspirational People:
Children have learned about travel and modes of transport through their Ticket To	Neil Armstrong
Ride theme of learning in the EYFS	Amelia Earhart
Launch and Landings	Experiential learning opportunities:
Launch: Term 2 Launch: MShed Ships and Sailors workshop	Experiences throughout unit to launch learning
Landing: Printing Gallery showcase T2	- MShed Ships and Sailors workshop

cabulary taught through Line of Enquiry
DT – Materials (textiles)
As Designers and Engineers we will make healthy and
nutritious autumnal soup
DT Design Skills:
Explain what they are making and which materials they are using. Design products that have a clear purpose and an intended user. Use pictures and words to convey what they want to make. Say what they like and don't like about their product and explain why. Talk about how closely their finished product meets their design criteria. Nutrition skills: Understand where food comes from Group foods into the five groups in The Eatwell Plate. Cut, grate or peel ingredients safely. Prepare simple dishes-safely and hygienically -without using a heat source. Measure or weigh using cups or electronic scales. Vocabulary: products, analyse, needs/wants, sequence, prototype, annotate, refine, evaluate, strengths/weaknesses, criteria, Cut, peel, grate, nutrition, protein, carbohydrate, fats, fruit + vegetables, dairy, weigh, measure, cook, hygiene
Art
Formal Elements of Art: Colour, texture, shape, pattern
Art and Design Skills: Craft and Design Printing Key Artists: Andy Warhol, Henry Matisse, Yayoi Kusama, Bridget Riley End piece: Children will experiment with creating a printing tool to

 To describe and test the simple physical properties of a variety of 	As Artists we will:
everyday materials	Explore colour, identifying primary and secondary colours and colour
 To compare and group together a variety of everyday materials on the 	mixing
basis of their simple physical properties	Study the work of print artists
Working Scientifically: identifying and classifying, performing simple tests	Explore shape and texture
	Explore printing techniques
	Create own printing tool and original artwork
	Comment on our learning and the learning of our peers

Opportunities for core subject learning across the curriculum	
As readers and writers we will:	As mathematicians we will develop our understanding of:
Fiction: Beegu	Number: Place value within 10
Story Type: Journey Tale Book: Beegu	Number: Addition and subtraction within 10
Fiction: Monkey See Monkey Do Story Type: Journey Tale	Geometry: Shape
Non-fiction Instructions: How to keep your monkey happy Book: Monkey Puzzle	
Guided Reading Decoding Prosody	
Comprehension	

Discrete subject teaching - Skills, knowledge and vocabulary taught discretely	
Physical Education	Music
As fit and healthy citizens we will develop skills in: Fundamentals and Health & Fitness (T1) Ball skills and Gymnastics (T2)	As Musicians we will develop music skills and knowledge through Bristol Beacon music curriculum: Unit 3 Animal rhythm plus Singing
Computing	PSHE
In computing we will develop skills through Teach Computing scheme:	As fit and healthy citizens we will develop our knowledge through
Programming A – Moving a robot (T1)	SCARF scheme: Me and My Relationships

Programming B – Programming animations (T2)	In this unit we discuss our feelings and emotions and conflict / resolution in our relationships and friendships.
RE	
As philosophers we will explore the question: Who is a Christian and what do	
they believe? (Good Samaritan, Lost sheep, stained glass windows)	