

Buildings and London

History

Old and New local buildings

Understand significant historical changes in the local environment.

School - study of different parts of the school building.

Great Fire of London - Samuel Pepys.

Contrast and sort old and new buildings in London. Which are in between?

- Describe some events beyond living memory.
- Name significant people from the past
- Ask questions of key features of events
- Refer to the key features in historical stories to show understanding of events

D&T

Link to ICT- create a building using Purple Mash templates.

Model ideas through IT (Y2)

Music

London Bridge is falling down. - Playing in a round
- 2 sequence Purple Mash.

The wise man and foolish man.

Art

Develop a range of art and design techniques in using shape and space.
Use a range of materials creatively to design and make products.

Shape and line- drawing buildings
Colour, shape and space- creating a scene from the Fire of London (appliqué techniques)
(Make a Tudor street- collage/texture- Hamilton topic work)

Use a variety of materials to create products (Y1)

Experiment with cutting for artistic purpose (Y1)

Use glue effectively and appropriately (Y1)

Design product using a mixture of man- made and natural materials (Y2)

Use everyday materials to create products (Y1)

Consider the use of space in drawing and other artwork (Y2)

Coil and roll paper for different effects (Y2)

Science

• 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

• 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.

• find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

• identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.

IT

Houses database on 2simple
Programming -using logo. Y1 basic instructions. Y2 use to draw a building.

Roma - Entrust scheme 'I robot'

Beebot APP

Typing - Y1 Jived Y2 Baggy hat

Using spell checkers

Geography

Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment.

Make suggestions to improve the local area (i.e. the school)
Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key
Use simple pictograms to represent simple data (buildings data of Rushton/Leek)

Draw a bird's eye view of an object (link to art)

Use the four compass points to describe routes on a map (Y2)

Use direction language (left, right, forwards, backwards) to describe position and movement (Y2)

(Map of Classroom (Y2 link to it). Map of school and ground. Map of walk around Ruston).