

ENTRY POINT:

Carousel: measuring dinosaurs, footprints, raising a dino online.

EXIT POINT:

Parents visit to see: Dinosaur Cove stories; measuring dinosaurs, etc.

HISTORY— Chronology**Learning Objectives:**

- to develop a chronologically secure knowledge and understanding of world history.

DT—Cam Toys**Learning Objectives:****Design**

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas in a variety of ways.

Make

- select from and use a wider range of tools and equipment to perform practical tasks
- select from and use a wider range of materials and components,

Evaluate

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work

Technical Knowledge

- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

ART—Clay and Pastels**Learning Objectives:**

- To create sketch books to record their observations and use them to review and revisit ideas.
- To learn about great artists, architects and designers in history. And understand cultural and historical development of their art.

MUSIC—Pitch and Duration**Learning Objectives:**

- play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression
- improvise and compose music for a range of purposes using the inter-related dimensions of music
- listen with attention to detail and recall sounds with increasing aural memory

Cycle B Autumn : DINOSAURS (Objectives)

GEOGRAPHY—Continents, oceans and countries; maps.**Learning Objectives:**

- locate the world's countries, using maps to focus on Europe and North and South America, concentrating on their environmental regions, key physical and human characteristics, countries, and major cities.
- use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied .
- To understand how geographical features have changed over time.

SCIENCE—Rocks and Soils; Animals (including humans)**Learning Objectives:****Rocks and Soils:**

- To compare and group together different kinds of rock on the basis of their appearance and simple physical properties.
- To describe in simple terms how fossils are formed when things that have lived are trapped within rock.
- To recognise that soils are made from rocks and other organic matter.

Animals (including humans):

- Identify that humans and some other animals have skeletons and muscles for support, protection and movement., also learning main body parts and functions.
- describe the simple functions of the basic parts of the digestive system in humans
- identify the different types of teeth in humans and their simple functions
- construct and interpret a variety of food chains, identifying producers, predators and prey.
- Identify that animals, including humans, need the right types and amount of nutrition, and that they cannot make their own food; they get nutrition from what they eat

COMPUTING—Turtle**Learning Objectives:**

HISTORY— Chronology

Possible activities:

- Basic timeline/chronology.
- Eras

ART—Clay and Pastels

Possible activities:

- Pastel drawings of dinosaurs (Austin's Butterfly).
- Clay footprints.
- Collage (skin texture, etc.)

MUSIC—Pitch and Duration

Possible activities:

- Sounds of dinosaurs—practise pitch and duration.
- CCC: Soundtrack to a video clip or children's own animation.

DT—Cam Toys

Possible activities:

- Children design, make and evaluate their own dinosaur cam toy, including multiple moving parts and a painted background.
- Health and safety—saws and clamps, etc.
- Base design on class prototype.
- Choose mechanism based on examples.
- Pushes and pulls (possible CCS).
- CCL: Explanation Texts.

Cycle B Autumn : Dinosaurs (Activities)

GEOGRAPHY—Continents, oceans and countries; maps.

Possible activities:

- Pre-assessment of current knowledge (continents with possible countries and oceans).
- Formation of continents (Pangaea)
- Plate tectonics.

SCIENCE—Rocks and Soils; Animals (including humans)

Possible activities:

- Cake analogy—comparing 4 types of rock to different cakes, writing up explanation of why each works.
- Classification of different rocks based on physical characteristics (rubbing together, submerging in water, scratching with a nail, etc.) .
- Compare different soil types—research on Virtual Experiments first, then test 3 different types for water retention.

COMPUTING—Audio/Visual—Scratch

Possible activities:

- MonkeyJam stop motion dinosaur animations.
- Basic use of scratch programming.