

ENTRY POINT:

EXIT POINT:

HISTORY

- Changes within living memory. Where appropriate these should be used to reveal aspect of change of national life
- Events beyond living memory that are significant nationally or globally
- Significant historical events, people and places in their own locality
- The lives of significant individuals in the past who have contributed to national international achievements

GEOGRAPHY

- 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
- Local area field work

COMPUTING

- Save, retrieve, edit and resave files
- Use photo editing software to alter images
- Use photo editing software to solve problems involving appearance (see reverse)
- Begin to understand the size of images

ART

- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- About the work of a range of artists, craft makers and designers and making links to their own work
- To use a range of materials creatively to design and make products

Cycle A—Autumn: Time Detectives (Objectives)

SCIENCE

Year 1

- 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

Year 2

- Identify and compare the suitability of a variety of everyday materials including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

MUSIC

- Experiment with, create, select and combine sounds using the inter-related dimensions of music
- Play tuned and untuned instruments musically

DT

- Design: Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- Make: Select from and use a range of tools and equipment to perform practical tasks (eg cutting, shaping, joining, and finishing)
- Select from and use a wide range of materials and components, including construction materials
- Evaluate: Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria
- Technical: Explore and use mechanisms (eg. Wheels and axles) in their products

RE

- Patterns of family life
- What they said and did

ENTRY POINT: Children bring in 3 items personal to them. Other children then identify the child based on those objects.

EXIT POINT: Parent Afternoon

HISTORY

- Gunpowder Plot and Guy Fawkes—timeline of events, character description (link to York)
- Timeline of children's life—their living memory (key events) extend to adding parents and grandparents birth.
- Create a family tree
- Children to bring in items to identify themselves. Can children identify each other? Extension: objects to represent their parents/grandparents
- CCE Write a letter to ask parents/grandparents questions about their childhood.
- Christmas through history.

COMPUTING

- Experiment taking digital photographs in different ways and look at the results of different sizes images to see pixels
- Edit, save and retrieve photographs from their own folders confidently
- Use photo editing software to change appearance by adding details and using effects
- Investigate how to create an image as if it was taken during the time of the first cameras

ART

- Family Portrait—compare recording of pictures from painting from life to photography. Pencil (extension chalk)
- Recording of their historical object (history)
- Pablo Picasso Portraits— use photographs to reassemble their face in a different order. Progress to drawing images of faces with distortion and emphasis.

Cycle A—Autumn: Time Detectives (Activities)

SCIENCE

- Workshop from the Dig
- Explore different types of historical objects made from different materials and use their senses to identify. Classifying and identifying materials by properties (hard, soft, shiny, dull, brittle, bendy etc) - Visit from Dig
- Can children find modern objects made from the same material as their historical object—classifying and identifying by properties.
- Experiment: which materials will decay in soil? (link to archaeological findings) - make a prediction, test, results and recount/explain.
- Classify materials and learn properties

MUSIC

- Listen to music and clap pulse
- Talk about pulse of own body
- Sing songs while keeping the beat
- Perform a familiar Christmas Song (Jingle Bells and keep rhythm)
- Get one half of the room to clap the pulse for Jingle Bells while the other half do the rhythm

DT

- Design, make and evaluate a moving Christmas card (sliders, turners, levers)
- Design, make and evaluate a toy using wheels and axles
- Designers and Innovators: Ole Kirk Christiansen (Lego)

CASTLE MUSEUM CHRISTMAS WORKSHOP QUERY?

RE

- Patterns of family life
- What they said and did
- Make a time capsule—what do you want to tell yourself in four years?