

Science

STEM - Rosie Revere Engineer

- To design and make the most creative structure using the same amount of materials.
- To try to connect the straws in a way that will make the tallest tower. To make the structure stand.
- To explore floating, sinking and balance.
- To create a structure that will hold peg people.
- To explore gravity.
- To create a pom-pom drop.
- To explore design, shape and structure.
- To test different designs and adapt them.
- To make the Rosie-Copter fly and experiment with new designs.

Geography

- To compare Esh to a city.
- To look at physical features of a village.
- To look at physical features of a city.
- To compare similarities and differences of physical features between a village and a city.

History

Toys

- To discuss which are their favourite toys and why.
- To find out about some toys from the past.
- To know different ways that we can find out about the past.
- To know that toys have changed over time and how.
- To discuss how toys are the same or different from today.
- To give reasons why or how toys have changed over time.
- To know what a decade is.
- To find out about toys from different decades.
- To explore and discuss toys from the Victorian period.
- To think about a time when there were no electronic toys.
- To label toys for the museum.
- To write a description about a toy.

Esh Engineers

Design Technology **Playground Equipment**

- To explore the features, materials and components of playground equipment.
- To know how playground equipment works.
- To use vocabulary associated with forces.
- To explore different ways of joining and strengthening materials to make them more stable.
- To design pieces of playground equipment.
- To choose materials to create my own playground equipment.
- To think about safety when making their playground.
- To know what evaluation means.
- To decide what was good about their models.
- To decide what they might change about their models.
- To evaluate if their playgrounds are safe.

Music

Y1 - In the Groove

- Sing the song In The Groove
- Play instrumental parts in the song.
- Improvise option - play your own composition(s) within the song

Rec - Everyone

- Build on previous learning
- Using the games track, find the pulse in different ways
- Rhythm games
- Explore high and low (pitch and improvisation with voices)
- Create your own sounds (improvisation and composition with voices and/or instruments)

Toys

Computing

Y1 - Coding using ScratchJr

- To open the ScratchJr app and start a new project.
- To add new characters and backgrounds.
- To use blocks for movement in different directions.
- To create short sets of sequenced instructions.

Art

- To learn about the sculptor Antony Gormley (pipecleaner sculptures)
- To learn about the sculptor Michelle Reader (junk modelling)
- To learn about the sculptor Barbara Hepworth (clay models)
- To learn about the sculptor Alexander Calder (Mobiles)
- To learn about the sculptor Dale Chihuly (decorating clear bowls).

PE

- Gymnastics (Apparatus work)
- To use a range of apparatus correctly and safely to travel, climb, jump, land and roll.

RE **Which stories from the Bible are special and why?**

- To listen to stories Jesus would have heard.
- To know which stories in the Bible are special and why.
- To find out about some key figures from the Old Testament.
- To learn about the meaning or message of some of the stories.
- To know why Jesus was taught the stories.