

ENQUIRY QUESTION: How has transport changed through time?

GEOGRAPHY

- Knowing about the physical features of different environments that humans travel over.
- Naming and locating the world's seven continents and five oceans in relation to travel.

HISTORY

- Looking at similarities and differences of transportation during different periods of time.
- Using sources to find historical information and clues from the past about transport.

RELIGIOUS EDUCATION

- Retelling stories from a religious text.
- Talking about religious festivals and their importance.

MATHS

- Understanding numbers to 50.
- Counting forwards and backwards to 50.
- Ordering numbers and finding more and less than a given number within 20.
- Addition and subtraction up to 20.
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LITERACY

- Using capital letters and full stops.
- Forming letters correctly and using finger spaces.
- Beginning to sequence sentences.
- Spelling using phonic knowledge.

WORLD & CULTURE

- Beginning to create basic enquiry questions.

DIGITAL APPLICATION

- Using Ipads to take and edit photographs/videos.

PERSONAL DEVELOPMENT

- Developing our independence.

COMMUNITY & CITIZENSHIP

- Gaining knowledge of different places

SCIENCE & ENVIRONMENT

- Compare uses and suitability of a variety of materials.
- Exploring properties of different materials.
- Perform simple tests, begin to record results.
- Understand how things move at different speeds.

LANGUAGE

- Greeting each other in a range of languages.
- Learning to count to 10 in French?
- Joining in with simple rhymes in French.

FINAL OUTCOMES

- To make a moving vehicle.
- To create advertisements for our moving vehicles.
- To create our own journey narratives.

DESIGN TECHNOLOGY

- Planning, making and evaluating moving vehicles to meet a simple design brief.

ART

- Describing and commenting on the work of different artists.
- Using collage techniques.

MUSIC

- Learning the difference between pulse, rhythm and pitch.
- Creating their own rhythms.

DANCE & DRAMA

- Adopting appropriate roles from a historical period.
- Role playing characters from stories and historical periods.

PE & FITNESS

- To move confidently and safely using changes of speed, level and direction
- To develop agility, balance and coordination using a range of equipment

COMPUTING

- Taking and editing photographs.
- Add text to photographs.
- Understanding some of the risks of being online.