

Skychasers Hot Air Balloon

Geography

To use basic geographical vocabulary to describe physical and human features of the local area

To use simple compass directions - north, south, east, west

To use simple fieldwork and observational skills to study the geography of the school along with the key human and physical features of its surrounding environment

To use aerial photos and plan perspectives to recognise landmarks and basic human and physical features

Main Focus: Science

To observe and describe the weather (suitability for air flight, wind experiments)

To work scientifically to explore how hot air balloons work and other aeronautical machines

To identify and compare the suitability of a variety of everyday materials

To observe and describe how seeds and bulbs grow into mature plants; identifying and describing the common structure of a variety of common flowering plants; finding out what plants need to grow and stay healthy

To find out about and describe the basic needs of animals, for survival, including foodchains

Music

Explore 'body' and 'percussion' instrument rhythm games e.g conductor game stop start, louder quieter, etc

To experiment, create and combine sounds

Religious Education:

To investigate the symbolic role of animals in different religions e.g christian - lamb; buddhism - no harming of animals; Hindu - Ganesh (the elephant God, etc

Art & Design

To use drawing, painting and sculpture to develop and share their ideas

To explore the properties of clay to create clay thumb pots

To explore printmaking

Famous 'French' artists

Maths

'Maths No Problem' & NRich investigations

Geometry: Position and Direction - movement in straight lines and rotation e.g 1/4 turn, 1/2 turn, clockwise, anti-clockwise

Measurement - compare and order lengths and distances

Multiplication and division - 2s, 5s, 10s, & 3s

Recognising odd and even numbers

Fractions - 1/2, 1/4, 1/3, 2/3, 3/4

Consolidation: written numbers to at least 100, number bonds to 20, place value, addition and subtraction, 2D and 3D shapes (identifying and describing)

English

Speaking & Listening:

Listen and respond to adults and peers; ask relevant questions; articulate and justify answers, arguments and opinions

Give well-structured descriptions, explanations and narratives for different purposes

Participate in discussions and role play

Reading:

Listen and respond to stories & poems such as 'Hot Air' and other stories related to aeronautics

Listen to/read and discuss non-fiction books/information

Writing:

Write for a range of purposes: labels & captions; descriptions; lists of equipment, instructions, jobs, staff, etc; letters, signs around the office; questions; advertising posters; diary/journals, story writing; poem writing

Consolidation activities: read and spell names familiar people and days of the week; form letters of the alphabet correctly - lower case & upper case; attempt to write independently using phonic/sight strategies; use a variety of punctuation: capital letters at the start of sentences and for beginning of important names of people and places, full stops at the end of sentences; spaces between words

Design Technology:

Design and make aeronautical machine of some sort; exploring how they can make this stronger and more resilient

To use balloons and different papers to construct air balloon structures using paper mache (experimenting with a range of different sorts of paper e.g tissue, newspaper, gummed tape,

Design and make a paper aeroplane; test and evaluate its effectiveness

History

To use vocabulary associated with the passing of time

To understand some the ways in which we find out about the past

To ask and answer questions to show they understand the key features of events

Children will learn about a significant historical event beyond living memory (1783)

To find out about individuals in the past related to aeronautics e.g The Wright Brothers, Amelia Earhart, Douglas Bader

PE Not linked to MOE

Premier Sport - athletics and bat/ball games

Dance:

Travelling pathways and directions.

To move creatively to music using simple movement patterns (Summer Performance dances)

Computing:

understand what algorithms are; how they are implemented as programmes on digital devices and that programmes execute by following precise instructions.

Create and debug simple programmes using scratch junior tell a story