



KS1: Autumn Topic

TOPIC OVERVIEW

A trip to the past to discover what life was like at the time we were born. Childhood and special times.

Key Texts

- Traction Man by Mini Grey
- Dogger by Shirley Hughes
- Bunny My Honey by Anita Jeram
- Owl Babies by Martin Waddell

ENGLISH WRITING:

Narrative 4 weeks : Core texts – Traction Man by Mini Grey Dogger by Shirley Hughes
Children will write their own adventure story based on Traction Man
Non-Fiction 3 weeks: Children will write their own instructions linked to our D.T. work on healthy eating.

Memory Box

PRIMARY FOCUS

High Achievement & Aspiration

HISTORY:

Skills: Children will use a variety of historical sources (including artefacts from their childhood) to develop a 'Museum of Childhood' then answer questions about the past. Children will order events on a timeline. Children will identify and label the past and present. They will compare their lives with the lives of their parents / grandparents.

Knowledge:

Children understand and explain differences between their childhood and that of their parents/grandparents and beyond. Children will know that artefacts have changed over time e.g. toys, technology, etc.

SCIENCE:

Skills: Children will use their observations to answer questions. They will identify and talk about stages of development observed in a Come and Play session for parents/carers & younger children. They will record their observations and present tables to compare differences.

Knowledge: Children will know basic parts of the human body. Children will identify and explore things that babies use using their senses. Children will know the physical and developmental differences between babies, toddlers, children and adults. Children will know the basic needs of humans and what good nutrition looks like.

PSHE:

Children will explain different ways family and friends care for one another. Share memories of birthdays, weddings and celebrations. Describe things that make them feel happy/sad. Core Values work linked to school assemblies

SECONDARY FOCUS

High Achievement & Aspiration

DT:

Design: A healthy sandwich.
Make: Combine a range of healthy ingredients to make a healthy sandwich.
Evaluate: What did I like/dislike? How could I have improved it?

Technical Knowledge:

- Learn about healthy and varied diet.
- Children will learn to use cooking equipment safely.
- Children will learn to cut, grate and peel.
- INNOVATE task – Make and decorate own special 'memory box'

- Use the correct tools for the job and measure accurately

Art & Design:

Design: A painting inspired by Picasso and Klee
Make: Children will explore different colours and painting media to create a portrait.

Evaluate: What do I like/dislike? How could I improve it?

Technical Knowledge:

- Look at paintings/portraits and discuss who they might be.
- Study portraits by Klee and Picasso.
- Use brushes to paint thick and thin lines
- **Geography:**

Skills: Local area walk to locate and identify geographical features. Map-making to share map of local area and different routes. Use digital cameras to photograph geographical landmarks/features on a walk in local area. Make simple maps to show routes in local area and features they pass.

Knowledge: Children will use the correct vocabulary to name features of the local area. They will understand the purpose of maps and the use of a key. Children will know how to read a simple map and follow the directions to locate a feature. Children will describe and compare physical features in the local area.

DISCRETE SUBJECTS

High Achievement & Aspiration

Music:

Listen: Listen to songs in different languages.
Compose Create percussion composition to accompany singing.

Perform: Perform songs from memory to different audiences (buddy class).

Evaluate: Chn will record & evaluate their performances to identify strengths & points to improve.

Technical Knowledge:

PE: Gym & Apparatus

- Travelling confidently showing different parts of the body high & low.

COMPUTING: Somerset Planning – Toys

- Recognise ways technology is used in my home and community.
- Begin to identify some benefits of using technology.
- Use technology to create/present ideas.
- Be creative with different technology tools.

RE: What does it mean to belong to a faith community?

- Exploring what it means to belong to a community and how we show that we belong.

ENGAGE Creativity & Exploration

Memorable Experience: Invite families with babies/toddlers to 'Come and Play'. Observe/play with younger chn at various stages of development. Identify their needs at different ages by observing behaviour as they play, move about, eat and drink and by talking to parents/carers.

EXPRESS High Achievement & Aspiration

Class Memories – Use the photographs of everyone in the class to make a collaborative mural or collage. Duplicate this activity using digital photos in a photo montage app. Present to parents/carers along with reflections of what they have learnt in Class Museum.

VALUE Community Collaboration

- ✓ Kindness
- ✓ Responsibility
- ✓ Collaboration/Learning Together
- ✓ Respect
- ✓ Positivity

NEW EXPERIENCE Creativity & Exploration

Visit from parent & baby and nurse/midwife.
Interview grandparent on own childhood.
Visit a church to speak to vicar about Baptism.
Visit from warburtons bakery to talk about healthy eating