

**Topic: Christmas Creations****Term: Autumn 2****Topic Length: 6 wks**

<b>INTENT</b>	Vision	Together we all discover, learn, grow and succeed									
	Values	<b>W</b>	<b>A</b>	<b>R</b>	<b>M</b>	<b>T</b>	<b>H</b>				
		Well-Being	Aspire	Relationships	Motivation	Trust	Holistic				
	Curriculum Design	<i>The development of subject specific skills and learning behaviours coupled to the acquisition of knowledge</i>									
<b>Learning Behaviours</b>			<b>Skills</b>			<b>Knowledge and Understanding</b>					
Attitudes and attributes for learning and life			Subject specific skills required to attain and excel			Deep learning of the key concepts of our curriculum and the National Curriculum					
<b>IMPLEMENTATION</b>	Our 10 Key Principles for Effective T&L	High Aspirations	Inspire and Challenge	Pupil Progress	Positive Habitats	Variation	Developing Learning Behaviours	Relationships	Questioning and Feedback	Assessment for Learning	Subject Knowledge
	Topic Purpose	<i>To design and create a toy fit for purpose.</i>					<i>To use repeated patterns to design and print.</i>				
		Hook: Victorian family created in our History topic.					Outcome: A gift wrapped, ready for a Victorian child at Christmas.				
	Main Subjects	Art					DT				
	Key Performance Indicators	<p>Select and record from experience and imagination, record first-hand observations and explore ideas for different purposes</p> <p>Make thoughtful observations about starting points and select ideas to use in their work</p> <p>Select and record visual and other information in a sketchbook and use this to help them develop their ideas. visual and tactile elements and how these are combined and organized for different purposes</p> <p>The roles and purposes of artists, craftspeople and designers working in different times and cultures.</p> <p>Adapt and improve their work to realise their own intentions, and describe how they might develop it further.</p> <p>Apply their experience of materials and processes, including drawing, developing control of tools and techniques.</p>					<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks accurately.</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work understand and use mechanical systems in their products.</p>				
Our Overarching Themes	Relationships	Mastery	Community	Vocabulary / Oracy	Being Healthy / Active	Equity of Education	Developing Learning Behaviours	Fluency			



## Discrete Learning Opportunities

During the topic, the following subjects will also be taught. Although there will be some connection to our current topic, the learning is more discrete:

(e.g. computing, PE, music, MFL, PSHE, RE, etc...)

Subject	Key Performance Indicators
Computing	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. Solve problems by breaking them down into smaller parts.
PE	Play competitive games and apply basic principles suitable for attacking and defending. Develop flexibility, strength, technique, control and balance.
MFL	Listen attentively to spoken language and show understanding by joining in and responding. Broaden their vocabulary and develop their ability to understand new words that are introduced into familiar written material, including through using a dictionary.
PSHE	Understand and embed British Values, our school values (WARMTH) into the way that we lead our lives.