PRIMARY SCHOOL

Year 1 Topic: Blast off

Term: Spring 1

Topic Length: 7 weeks

	Vision	Together we all discover, learn, grow and succeed											
INTENT	Values	W		Α		R		М	Т		н		
		Well-Being Aspire		Aspire	Relationships		1	Motivation	Trust	Trust Holistic			
Ë	Curriculum		The developr	ject specific	ect specific skills and learning behaviours coupled to the acquisition of knowledge								
Ζ	Design	Learning Behaviours				Disciplinary Knowledge				Substantive Knowledge			
		Attitudes and attributes for learning and				Know How				Know What			
		life			Subjec	Subject specific thinking and problem solving				Deep learning of the key knowledge			
	Our 10 Key Principles for Effective T&L	High Aspirations	Inspire and Challenge	Pupil Progress	Positive Habitats	Variation	Develop Learni Behavio	ng	hips Questionin and Feedback	for Learning	Subject Knowledge		
NO	Topic Purpose	To impassion awe and wonder surrounding aspects of the Earth in relation to Space, seasons and weather. Hook: Space dome visit. Space station role play area (based around Neil Armstrong).											
TI	Main Subjects			Geography				DT					
IMPLEMENTATION	Key Performance Indicators	 Name the Work scie across th To identi- different 	inges	patterns.				 Design, create and evaluate junk model rockets: Generate, develop, model, and communicate their ideas through talking and drawing. Select from and use a range of tools and equipment to perform practical tasks to build a junk rocket model. Evaluate their ideas and products against design criteria. 					
	Our Overarching Themes	Relationships	Maste	ry C	ommunity	Vocabula 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 (taught through CP)	 Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs 					
PE	Striking and hitting skills					
	 Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities striking and fielding (striking a ball with foot/racket/hand). Throwing overarm and underarm developing accuracy. Participate in team games, developing simple tactics for attacking and defending Striking and fielding 					
RE	Sacred Places					
	 To explore the use of the words 'sacred' and 'holy' To know what makes some places and objects special for Christians inside a church and consider what things and places are special to ourselves and families. To know the reasons why Christians visit a church or holy building in their community (Muslims visiting a Mosque, Jewish people a Synagogue) 					
Music	Space Rondo					
	 To play melodies on tuned percussion from simple notations- 8, 7, 6 Blast off Recognise pitch high to low Dr Who – repeat a melody 4 times on two notes E and G and Storm Troopers (3 notes) A, F and high C Create hot planet and cold planet soundscape (dry sounds and metal sounds) using percussion 					

Key Objective Progression



Prior Knowledge	Year 1 - Our World - Key Objective	Future Learning
ELG: Understanding the world Children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environment might vary from one another.	Year 1: Geography Identify seasonal and daily weather patterns in the United Kingdom.	KS2: Geography Describe and understand key aspects of physical geography including climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle.
ELG: Understanding the World Children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environment might vary from one another.	Year 1: Geography Identify the location of hot and cold areas around the world in relation to the equator, North and South poles.	Year 2: Geography Name and locate the world's 7 continents and 5 oceans.
ELG: Understanding the World Children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environment might vary from one another. They make observations of animals and plants and explain why some things occur and talk about changes.	Year 1: Science Name and identify the four seasons and describe how day length varies. Work scientifically to observe the changes across the seasons and the weather associated with the different seasons.	Year 6: Space Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky
<u>ELG – Exploring and using media and materials</u> Children safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function.	Year 1: DT Generate, develop, model, and communicate their ideas through talking and drawing (Junk model rockets).	Year 2: DT Evaluate their products car and suggest improvements.
ELG – Exploring and using media and materials Children safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function.	Year 1: DT Select from and use a range of tools and equipment to perform practical tasks to build a junk rocket model (Junk model rockets).	Year 2: DT Evaluate their products car and suggest improvements.
<u>ELG – Exploring and using media and materials</u> Children safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function.	Year 1: DT Evaluate their ideas and products against design criteria (Junk model rockets).	Year 2: DT Evaluate their products car and suggest improvements.