### Geography

#### Human and physical geography

\* Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.

#### Geographical skills and fieldwork

\* Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage.

## History

#### Changes within living memory

\*Transport: How has it changed? What was life like before cars?

The lives of significant individuals in the past

\*The Wright brothers - inventing the aeroplane. **Events beyond living memory** 

\*The first aeroplane flight.

## Science

#### Animal, including Humans

\*Notice that animals including humans have offspring which grow into adults.

RE

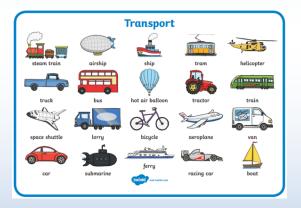
\* LAS Compulsory: Community—Islam

# **Topic: Journeys and**

## Transport

Enquiry question:

How have our modes of transport and the journeys that we take changed over time?



DT

We shall be following these 3 steps to create a moving picture.

1. Design 2. Make 3. Evaluate

Throughout the process, the children will be exploring how to incorporate mechanisms (such as levers or sliders) into their design, before creating their final product.

- PE
- \* Multi-skills

\* Year 1 swimming

PHSE

\* Relationships

## Music

Music Express units of work: 'Storytime' and 'Travel'.

• Pupils use their voices expressively and creatively by speaking chants

 $\boldsymbol{\cdot}$  Pupils experiment with, create, select, and combine sounds

• Pupils play tuned and untuned instruments musically

• Pupils understand and explore how music is created, produced and communicated.

• Pupils listen to, review, and evaluate music, including the works of the great composers.

• Pupils learn to sing and play a musical instrument

• Pupils explore tempo, timbre, and appropriate musical notations.

## Computing

#### Programming: Moving a Robot

- Use logical reasoning to predict the behaviour of simple programs.
- Understand that programs execute by following precise and unambiguous instructions.