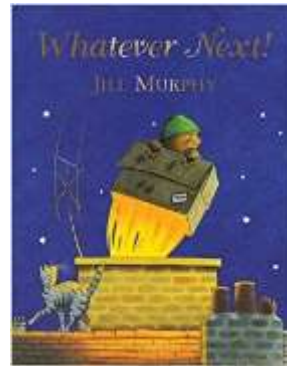


Marvellous Machines



Successful learners

Areas of Learning

As Historians we will look at transport in the past, see how things have changed over time and place these on our class timeline. We will learn about different inventions that have changed the course of history. We will compare what cars, bikes etc. are like now to ones 100 years ago. We will describe the first man landing on the moon.

As Scientist we will investigate and compare how different toys / vehicles move using a force of a push, pull or twist. We will investigate which toy will travel the furthest. We will continue to observe the changes of the season including the length of the day and the movement of the sun.

As Musicians we will explore beat through body percussion and instruments to represent different machines. We will learn how to use tempo and dynamics to represent the sounds of different vehicles on a journey.

We will learn songs to perform in our Easter Play and at the Grantham Music Festival.

As users of Technology we will explore how different toy vehicles move and are made, discussing what we like to help with designing and making our own vehicles. We will explore and construct wheeled vehicles using a variety of construction kits and materials, evaluating and improving our creations.

As dancers we will go on a journey through space and as gymnasts we will develop skills to travel in different ways both on the floor and on apparatus, using a sequence of different actions.

As users of technology we will learn how to give precise directions to programmable toys and begin to use simple coding language.

Confident individuals

Enterprise

As enterprising people, we will:

Help create a cabinet of curiosities to go on display in Grantham Museum.

Responsible Citizens

Enrichment

To enrich our learning:

We will visit The Museum of Lincolnshire Life to explore what transport was like in the past.

We will develop our cycling and scooter skills and our ability to follow a route and go between obstacles during our bike and scooter day.

Role play: We will:

Use our class space ship to go on amazing adventures and explore other planets.

Make and repair wheeled vehicles in our workshop using large and small construction kits & tools.

Spiritual & Moral

In our spiritual and moral development, we will:

Be exploring different lessons that Jesus taught to help people understand how they can be kind and caring to others. We will discuss the different stories and think about how we can help others and be kind..

Communities

As members of a community we will:

Share our learning with others through our class assembly.

Be sharing the Easter story to people in our school, church and local community.

History Key Objectives	
<p>To investigate and interpret the past</p> <p>To understand chronology</p> <p>To build an overview of world history</p> <p>To communicate historically</p>	<p>Milestone 1</p> <ul style="list-style-type: none"> • Ask questions such as: What was it like for people? What happened? How long ago? • Use artefacts, pictures, stories, online sources and databases to find out about the past. • Place events and artefacts in order on a time line. • Label time lines with words or phrases such as: past, present, older and newer. • Use dates where appropriate. • Describe historical events • Recognise that there are reasons why people in the past acted as they did. • Use words and phrases such as: a long time ago, recently, when my parents/carers were children, years, decades and centuries to describe the passing of time.
Geography Key Objectives	
<p>To communicate geographically</p>	<p>Milestone 1</p> <ul style="list-style-type: none"> • Use compass directions (north, south, east and west) and locational language (e.g. near and far) to describe the location of features and routes on a map. • Devise a simple map; and use and construct basic symbols in a key. Use simple grid references (A1, B1).
Science Key Objectives	
<p>To work scientifically</p> <p>To understand movement, forces and magnets</p> <p>To understand the earths movement in space</p>	<p>Milestone 1</p> <ul style="list-style-type: none"> • Ask simple questions. • Observe closely, using simple equipment. • Perform simple tests. • Identify and classify. • Use observations and ideas to suggest answers to questions. • Gather and record data to help in answering questions. • Notice & describe how things move, using simple comparisons such as faster & slower. • Compare how different things move. • Observe the apparent movement of the Sun during the day. • Observe changes across the four seasons. • Observe and describe weather associated with the seasons & how day length varies.
Technology Key Objectives	
<p>To take inspiration for design throughout history.</p> <p>To design, make and evaluate</p> <p>To master practical skills: Mechanics</p>	<p>Milestone 1</p> <ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created. • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. • Create products using levers, wheels and winding mechanisms.

PE - Gymnastics	Milestone 1
To develop practical skills in order to participate, compete and lead a healthy lifestyle.	<ul style="list-style-type: none"> • Copy and remember actions. • Move with some control and awareness of space. • Link two or more actions to make a sequence. • Show contrasts (such as small/tall, straight/curved and wide/narrow). • Travel by rolling forwards, backwards and sideways. • Hold a position whilst balancing on different points of the body. • Climb safely on equipment. • Stretch and curl to develop flexibility. • Jump in a variety of ways and land with increasing control and balance.
Music	Milestone 1
To perform	<ul style="list-style-type: none"> • Take part in singing, accurately following the melody. • Follow instructions on how and when to sing or play an instrument. • Make and control long and short sounds, using voice and instruments.
To compose	<ul style="list-style-type: none"> • Create a sequence of long and short sounds. • Clap rhythms. • Sequence sounds to create an overall effect. • Create short, musical patterns. • Create short, rhythmic phrases.
To describe music	<ul style="list-style-type: none"> • Identify the beat of a tune. • Recognise changes in timbre, dynamics and pitch.

English	Mathematics
<ul style="list-style-type: none"> • Contemporary Fiction – Whatever Next • Rhyming couplets • Take one Book 	Adding and subtracting numbers to 20, Numbers to 20 equality and balance, problem solving, Comparing numbers to 20 – difference, more, fewer Measures, Statistics
Books	Resources
Mr Gumpy's Outing – John Burningham Mr Gumpy's Motorcar – John Burningham Mister Noisy's Little Truck – Richard Fowler Percy's Bumpy Ride – Nick Butterworth The Bunk Bed Bus – Frank Rodgers Please don't caht to the bus driver – Shen Roddie Wheels – Shirley Hughes The runaway train The Train Ride – June Crebbin The train that was frightened of the dark The Cat who wanted to go home – Jill Tomlinson Bear in the air – Benedict Braithwaite Topsy and Tim go sailing – J & G Adamson Row, row, row your boat – Pippa Goodhart The story of a helicopter – Angela Royston	<u>Construction kits</u> Mobilo Lego Brio Large construction kit (Garage) Happy Street – Roads, vehicles and houses Spaceship control panel Garage / Repair shop Work bench, tools, trikes, scooter Wheeled toys Remote controlled cars Beebots

What's out in Space? Usbourne Whatever next – Jill Murphy Mooncake - Frank Asch Mr Benn Spaceman – David McKee But Martin- June Counsel	
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