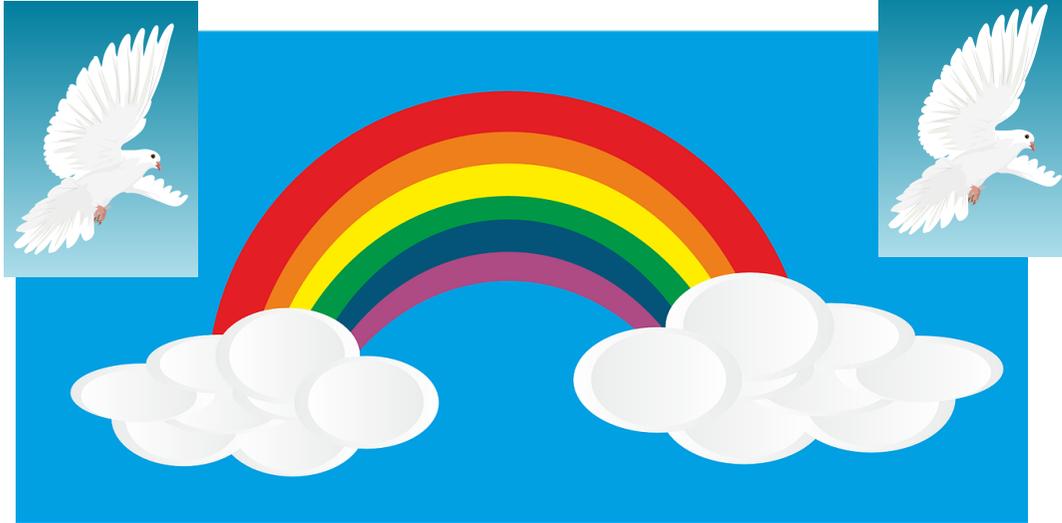


# KS1 Noah's Ark



## Areas of Learning

As **Historians** we will be learning about the life of Grace Darling and the part she played in rescuing passengers from a ship, during a storm. We will also learn about what it was like to grow up during Victorian times and compare Grace's life with our own.

As **Scientists** we will investigate which materials float and which sink, as part of our D.T topic. We will continue to focus on animals and learn about the seven life processes. We will sort things into groups of living, non-living and never living, using our knowledge of the life processes to help us. As part of our topic on Noah's Ark, we will look at a range of habitats, to ensure the animals on the ark are provided with what they need. We will also consider the food that Noah would need to supply. We will categorise the animals into carnivores, herbivores and omnivores as well as revisiting the properties of birds, fish, amphibians, reptiles, mammals and invertebrates.

As **Designers** we will investigate different materials to find out which sink and which float, before designing and creating our own ark. The ark will be tested to see if it will float, carrying a toy animal.

As **Musicians** we will use voices, movement and instruments to explore changes of pitch. We will develop a performance with different vocal pitch shapes and tuned percussion. We will also be reading from scores and will create a class composition which describes the sounds and creatures of a pond.

As **users of technology** we will learn to create and debug algorithms using Turtle Logo and Scratch.

Confident individuals

### Enterprise

To become enterprising, confident and independent individuals, we will:

Responsible Citizens

### Enrichment

To enrich our learning, we will:  
Participate in D.T and Art days.

### Spiritual & Moral

In our spiritual and moral development, we will:  
Learn more about God through the lives of Noah and his family.

### Communities

As members of a community, we will:  
Participate in the Grantham Small School Sports Day.  
Invite family and friends to come and watch our class assembly.

History Key Objectives	
	Milestone 1
To investigate and interpret the past.	<ul style="list-style-type: none"> <li>• Ask questions such as: What was it like for people? What happened? How long ago?</li> <li>• Identify some of the different ways the past has been represented.</li> </ul>
To build an overview of world history.	<ul style="list-style-type: none"> <li>• Describe significant people from the past.</li> <li>• Recognise that there are reasons why people in the past acted as they did.</li> </ul>
To communicate historically.	<ul style="list-style-type: none"> <li>• 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.</li> </ul>
Science Key Objectives	
	Milestone 1
To work scientifically	<ul style="list-style-type: none"> <li>• Ask simple questions.</li> <li>• Observe closely, using simple equipment.</li> <li>• Perform simple tests.</li> <li>• Identify and classify.</li> <li>• Use observations and ideas to suggest answers to questions.</li> <li>• Gather and record data to help in answering questions.</li> </ul>
To understand animals and humans	<ul style="list-style-type: none"> <li>• Identify and name a variety of common animals that are birds, fish, amphibians, reptiles, mammals and invertebrates.</li> <li>• Identify and name a variety of common animals that are carnivores, herbivores and omnivores.</li> <li>• Describe and compare the structure of a variety of common animals (birds, fish, amphibians, reptiles, mammals and invertebrates, including pets).</li> <li>• Notice that animals, including humans, have offspring which grow into adults.</li> <li>• Investigate and describe the basic needs of animals, including humans, for survival (water, food and air).</li> </ul>
To understand the Earth's movement in space	<ul style="list-style-type: none"> <li>• Observe changes across the four seasons.</li> <li>• Observe and describe weather associated with the seasons and how day length varies.</li> </ul>
Design Technology Key Objectives	
	Milestone 1
To master skills	<p>Cut materials safely using tools provided.</p> <p>Measure and mark out to the nearest centimetre.</p> <p>Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).</p> <p>Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</p>

To design, make, evaluate and improve	<ul style="list-style-type: none"> <li>• Design products that have a clear purpose and an intended user.</li> <li>• Make products, refining the design as work progresses.</li> </ul>
<b>Music Key Objectives</b> <i>See ME planning</i>	<b>Milestone 1</b>
To perform	<ul style="list-style-type: none"> <li>• Take part in singing, accurately following the melody.</li> <li>• Follow instructions on how and when to sing or play an instrument.</li> <li>• Make and control long and short sounds, using voice and instruments.</li> <li>• Imitate changes in pitch.</li> </ul>
To compose	<ul style="list-style-type: none"> <li>• Create a sequence of long and short sounds.</li> <li>• Clap rhythms.</li> <li>• Create a mixture of different sounds (long and short, loud and quiet, high and low).</li> <li>• Choose sounds to create an effect.</li> <li>• Sequence sounds to create an overall effect.</li> <li>• Create short, musical patterns.</li> <li>• Create short, rhythmic phrases.</li> </ul>
To describe music	<ul style="list-style-type: none"> <li>• Identify the beat of a tune.</li> <li>• Recognise changes in timbre, dynamics and pitch.</li> </ul>
<b>PE</b>	<b>Milestone 1</b>
To develop practical skills in order to participate, compete and lead a healthy lifestyle: <b>Games</b>	<ul style="list-style-type: none"> <li>• Use the terms 'opponent' and 'team-mate'.</li> <li>• Use rolling, hitting, running, jumping, catching and kicking skills in combination.</li> <li>• Develop tactics.</li> <li>• Lead others when appropriate.</li> </ul>
To develop practical skills in order to participate, compete and lead a healthy lifestyle: <b>Swimming</b>	<ul style="list-style-type: none"> <li>• Swim unaided up to 25 metres.</li> <li>• Use one basic stroke, breathing correctly.</li> <li>• Control leg movements.</li> </ul>
<b>Computing Key objectives</b>	<b>Milestone 1</b>
Programming	<ul style="list-style-type: none"> <li>• Understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise and ambiguous instructions.</li> <li>• Create and debug simple programs.</li> <li>• Use logical reasoning to predict the behaviour of simple programs using Turtle Logo and Scratch.</li> </ul>

<b>English</b>	<b>Mathematics</b>
We will use the book, The Tin Forest, to inspire us to write our own stories about creating a garden.	<ul style="list-style-type: none"> <li>• Money</li> <li>• Problem solving using the 4 operations</li> </ul>

<p>We will learn how to write instructions. We will look at examples of explanation texts and write our own.</p>	<p>Telling the time Intervals of time Geometry Place value with larger numbers</p>
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<p>Books, Websites, Resources</p>	
<p>The Tin Forest How to Wash a Woolly Mammoth Monsters: An Owner's Guide</p>	