



Topic	History	Theme	Children	Year Group	1
Key Question	Did my parents play with the same toys as me?				
Subject	RE				

Key Vocabulary

 Jewish	 mezuzah	 Hanukkah
 Star of David	 candlesticks	 dreidel
 Shema	 Shabbat	 Jerusalem

What should I already know?

I can talk about the fact that Jewish people believe in God.

I can say some ways that Jewish people remember God and stories involving God through stories and actions at Chanukah and Shabbat.

Key Knowledge

Ask good questions about how Jewish artefacts are used and their meaning.

Give some examples of what Jewish people might do to celebrate Shabbat.

Make links between the Jewish story of Chanukah and how it is celebrated.





Topic	History	Theme	Children	Year Group	1
Key Question	Did my parents play with the same toys as me?				
Subject	Design and Technology				

What should I already know?

I know a number of transport have wheels.
I know the shape of wheels.

Accurate	Neat, correct shape, size and pattern with no mistakes.
Axle	A long straight rod which connects to a rotating part (e.g. the wheels of a car).
Axle holder	The part of a mechanism which holds the axle steady.
Chassis	The body of a car.
Design	To make, draw or write plans for something.
Fix	To mend something so that it will work properly again.
Mechanic	A person who can build or mend vehicles or other machines.
Mechanism	Parts of an object that move together to make something work.
Model	A practise version that lets you test out your idea and see how it will look and work.
Test	To find out whether something works as it should.
Wheel	A circular object that turns round. It can be fixed to a vehicle like a car or bicycle to allow the vehicle to move easily over the ground.

Key Knowledge

To know that wheels need to be round to rotate and move.

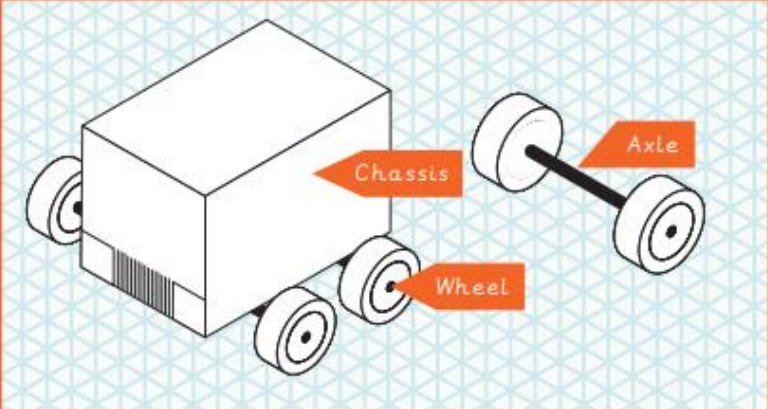
To understand that for a wheel to move it must be attached to a rotating axle.

To know that an axle moves within an axle holder which is fixed to the vehicle or toy.

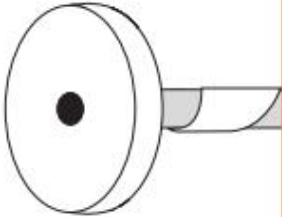
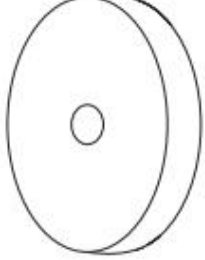


To know that the frame of a vehicle (chassis) needs to be balanced.

To know some real-life items that use wheels.

How do wheels move?
The wheels need to be round and balance the body of the vehicle.



The wheels need to be attached to an axle. The axle needs to fit inside the axle holder but must not be attached to the axle holder otherwise the wheels will not turn properly.

Wheel	Axle	
		
	Axle holder	
		



Topic	History	Theme	Children	Year Group	1
Key Question	Did my parents play with the same toys as me?				
Subject	Music				

What should I already know?

I understand timbre, pulse and rhythm.
I can play a number of instruments.

Key Knowledge

- Chant the well-known phrase, "I'll huff..."
- Make changes to their voices to represent a character.
- Choose a suitable sound to represent a specific point in a story.
- Play a rhythmic pattern along with their spoken words.
- Identify and hold up the correct sign to correspond to some music.
- Play/chant along with the elements of a story with prompting from the teacher.

Instruments



Different instruments have different 'timbres'. In 'Peter and the Wolf', the animals are represented by instruments with different timbres.

Peter - Violin



Cat - Clarinet



- Choose a suitable sound to represent a specific point in a story.
- Play a rhythmic pattern along with their spoken words.
- Identify and hold up the correct sign to correspond to some music.

Hunter - Timpani



Duck - Oboe



Grandfather - Bassoon



Wolf - French horn



Bird - Flute



Vocabulary

Timbre

The quality of sound e.g. smooth, scratchy, twinkly.

Pulse

The heartbeat of the music. Sometimes called the 'beat'.



We can clap along in time, we can move our bodies in time, we can march in time to the beat of the music.

Rhythm

A pattern of long and short sounds.



We are listening to a classical 'symphonic fairytale' called 'Peter and the Wolf' composed by Prokofiev in 1936.



A symphony is a piece of music which has been composed to be played by a full orchestra. Symphonies are usually quite long pieces which are divided into parts.



Topic	History	Theme	Children	Year Group	1
Key Question	Did my parents play with the same toys as me?				
Subject	Computing				

What should I already know?

I know how to use Purple Mash to explore different apps.
I can add text using the keyboard.

- To introduce e-books and the 2Create a Story tool.
- To add animation to a story.
- To add sound to a story, including voice recording and music the children have composed.
- To work on a more complex story, including adding backgrounds and copying and pasting pages.
- To share e-books on a class display board.

Animation
An object that moves on screen.

Background
An image inserted into a file that sits behind text, objects, or buttons.

Clip-art Gallery
A place in software such as 2Create a Story where a library of images can be found and inserted into a file.

E-book
A book that can be read on the computer or on a tablet.

Edit
Edit means to change something. For example, change some text to improve it.

Font
The style of text used in a piece of writing on a computer or tablet.

Sound
Sounds can be uploaded into software from a file or created.

Sound Effect
A sound other than speech or music made for use in a play, film or computer file.

Text
Words, letters, numbers or symbols entered into a computer, such as writing text in 2Create a Story.

Key Learning

- To understand what instructions are and predict what might happen when they are followed.
- To use code to make a computer program.
- To understand what object and actions are.
- To understand what an event is.
- To use an event to control an object.
- To begin to understand how code executes when a program is run.
- To understand what backgrounds and objects are.
- To plan and make a computer program.

Key Vocabulary

Action
Types of commands which are run on an object. They could be used to move an object or change a property.

Code
Instructions written using symbols and words that can be interpreted by a computer.

Event
Something that causes a block of code to be run.

Algorithm
A precise step by step set of instructions used to solve a problem or achieve an objective.

Command
A single instruction in a computer program.

Execute
To run a computer program.

Background
The part of the program design that shows behind everything else. It sets the scene for the story or game.

Debug/Debugging
Finding a problem in the code and fixing it.

Input
Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.



Topic	History	Theme	Children	Year Group	1
Key Question	Did my parents play with the same toys as me?				
Subject	History				

What should I already know?

There are different types of toys that move in different ways.
 Names of common materials and what they look and feel like.
 The chronology of my family history and that people who are older than me, were born before me.
 There was a time before my grandparents were born.
 An understanding of which toys I played with as a baby, toddler and 5 year old.

Key Knowledge

Sort toys between old and new.
 Identify similarities and differences between them.
 Look at your own toys, your parents/carers' toys and then your grandparents/carers' toys - identify similarities and differences.
 Put them in order from newest to oldest.
 Discuss how the materials from which toys are made have changed over time and why this is the case.
 Discuss which toys your grandparents have played with that you still play with today.
 Place toys on a timeline in the chronology in which they were played with. Can you discuss how you know how old each toy is?
 Use words and phrases such as old, new, before (I was born), after (I was born), past, present, then, now, a long time ago.

