



**Medium Term Topic Plan
IAC**

Year Group: 1 & 2 Term: Summer 1 Strand A Theme: Transport & Journeys - Captain Cook

Key texts:

Into the Wild, Who sank the boat, The Train Ride, Mrs Armitage Queen of the Road, Captain Cook - Non Fiction, Transport - non-fiction, World Atlases

Framework of Skills, knowledge & Understanding

Art	D&T	Science	Computing
<p><u>Design & Make</u></p> <ul style="list-style-type: none"> Design a logo for a sail, sharing their ideas, experiences and imagination. Contribute to class design. Creating a large class sail for outdoor area. Use colour, pattern, shape and form to create Aboriginal painting using dot art. <p><u>Skills & Techniques</u></p> <ul style="list-style-type: none"> Use fabric pens to design logo on sail triangle. Use colour, pattern, shape and form to create Aboriginal painting using dot art. <p><u>'ARTISTS' Artists, Architects Designers Craft makers Sculptors</u></p> <ul style="list-style-type: none"> Find out about Aboriginal art and make links to their own work. 	<p><u>Designing</u></p> <ul style="list-style-type: none"> Design a functional boat that is powered by sail. Generate, develop and communicate their ideas through templates, drawing and talking. <p><u>Making</u></p> <ul style="list-style-type: none"> Select from a range of tools, equipment and materials to make model boats. <p><u>Evaluating</u></p> <ul style="list-style-type: none"> Look at a range of sail-boat designs and discuss features. Rank in order of preference explaining why. <p><u>Technical Knowledge</u></p> <ul style="list-style-type: none"> Explore mechanisms for moving sail/lever. <p><u>Cooking & Nutrition</u></p> <ul style="list-style-type: none"> Begin to understand where food comes from, taste a range of Australian fruit - kiwi/ mangoes/ lychees/ papaya 	<p>Asking simple questions and recognising that they can be answered in different ways Observing closely, using simple equipment Performing simple tests Identifying and classifying Using their observations and ideas to suggest answers to questions Gathering and recording data to help in answering questions.</p> <p><u>Everyday Materials</u> LO: to describe simple physical properties of a variety of everyday materials.yr 1 To identify and compare the suitability of everyday materials, including wood,metal, plastic, glass, brick, rock, paper for particular uses.</p> <ul style="list-style-type: none"> Test & sort materials for floating/sinking properties. Test capacity of boats - how many people can they hold before they sink? Test fastest sail boats - hypothesise what makes them faster? 	<p><u>Algorithms</u></p> <ul style="list-style-type: none"> Remote control cars/boats. Program Beebot to travel on Cooks journey to Australia Follow symbols to create music (Music link) <p><u>Create Programs</u></p> <ul style="list-style-type: none"> Create a graph/chart linked to science experiments <p><u>Using Technology</u></p> <ul style="list-style-type: none"> Use the internet to research about Captain Cook's voyage. <p><u>IT Use Beyond School</u></p> <ul style="list-style-type: none"> Find out about technology used on modern boats and compare with the time of Captain Cook (history link) <p><u>Safe Use</u> E-Safety -</p>

RE	History	Geography	Music
<p>How do both Jews & Christians think the world was created? To respond thoughtfully to basic ideas about God as Creator. Look at and discuss the things children have created & the experience of creating. How did they feel? Talk about the beauty of the natural world - reflect on feelings of awe, wonder & mystery in relation to the natural world.</p> <p>Read the Creation story in Genesis1.</p> <p>Look at pictures of the Torah. Why is it treated in such a special way? Make comparisons such as resting on the 7th day (Christianity) & Shabbat (Judaism).</p> <p>Discuss the Tn Commandments & compare with God's rules for Jewish people in the Torah. (See RE planning)</p>	<p>History</p> <p><u>Within Living Memory</u> <u>Beyond Living Memory</u></p> <ul style="list-style-type: none"> Understand how life was different in Captain Cooks era (1728 - 1728). Sort pictures form different eras and discuss. <p><u>Lives of significant People</u></p> <ul style="list-style-type: none"> Find out about Captain Cook using a range of sources - explain why he was famous. Visit the Endeavour experience - Whitby/ or Captain Cook & Staithes Heritage Centre Staithes/ or Captain Cook school room museum Talk about key events and accomplishments in his life-time and how he contributed to national achievements. Compare aspects of his daily life to our own. What are the similarities and differences? <p><u>Local History</u></p> <ul style="list-style-type: none"> Understand the significance of the locations of Great Ayton, Staithes & Whitby in the life of Captain Cook. 	<p>Geography</p> <p><u>Locational Knowledge</u></p> <ul style="list-style-type: none"> Know the names of and locate the 7 continents of the world. Know the names of and locate the five oceans of the world <p><u>Place Knowledge</u></p> <ul style="list-style-type: none"> Know features of hot place - Australia <p><u>Human & Physical Geography</u></p> <p><u>Skills & Fieldwork</u></p> <ul style="list-style-type: none"> Know where the equator, North Pole & South Pole are on the globe. Know which is N, E, S, W on a compass. Track Cook's routes on globes & maps. Know and use terminologies left & right, below, next to 	<p>Music</p> <p><u>Singing</u></p> <ul style="list-style-type: none"> Row, row row your boat - move on to singing in a round. <p><u>Listening & Appreciate</u></p> <ul style="list-style-type: none"> Listen to a range of historical music that was played in Captain Cooks era.(History link) <p><u>Playing an instrument</u></p> <ul style="list-style-type: none"> Explore a range of instruments & experiment with tempo. <p><u>Create Own Music</u></p> <ul style="list-style-type: none"> Follow simple symbols to create new pieces of music <p style="text-align: center;">PE</p> <p>Swimming Invasion games</p>

