
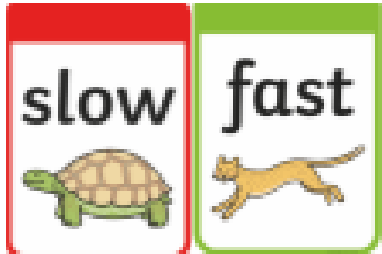






Design technology (textiles – hand puppets)			Music (tempo)				
Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>	Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>		
<ul style="list-style-type: none"> Puppets are used as a toy. Puppets can be used to tell a story. Puppets are often made from fabric Denim, wool, cotton, fleece, felt and hessian are types of fabric Puppets can also be made from other materials e.g. paper, card, wood or plastic. A running stitch can be used to join fabric A seam is the line where pieces of fabric join together 	<ul style="list-style-type: none"> Research hand puppets. Talk about what features hand puppets have. Design a (simple) hand puppet using my ideas and experiences. Explain what I'm going to do. Model my ideas using a paper mock up. Draw a picture of my hand puppet & talk about what it is for. Cut, shape and join fabric to make a hand puppet (begin to) Use a running stitch. Join and combine materials together using glue. Use tools safely (scissors). Evaluate my bunting and talk about how it works Evaluate my work, say what I like and what changes I might make next time 	<ul style="list-style-type: none"> Designing bunting orally. Making bunting using fabric. Sticking on embellishments (buttons, sequins, pom poms). 	<ul style="list-style-type: none"> Tempo means fast and slow. Pulse is a steady beat like a ticking clock or your heartbeat. It can be measured in time by counting the number of beats per minute (BPM). Rhythm is the pattern of long and short sounds as you move through the song. Drum, cymbal and maracas are all examples of untuned instruments. 	<ul style="list-style-type: none"> Sing an increasing range of songs, chants and rhymes Identify the pulse Respond to fast and slow (tempo). Remember short songs Clap the pulse or rhythm to a song. Sing songs and use body percussion Play instruments in different ways Sort instruments into wooden, metal, skinned and string 	<ul style="list-style-type: none"> Using instruments Singing seasonal songs in assembly 		
Vocabulary: Design: a plan or drawing to show your ideas before you make a product. Design criteria: the specifics that designers should meet when making a product. Evaluate: reflect on the product I have made and how I can improve it. Fabric: cloth produced by weaving or knitting textile fibres. Hand puppet: a toy that you can make move by putting your hand inside it. Mock-up: a model or replica Running stitch: a line of small even stitches which run back and forth through the cloth without overlapping. Seam: a line where pieces of fabric are joined together		Images: 		Vocabulary: Instrument: a device used to produce music. Pulse: a steady beat like a ticking clock or your heartbeat. It can be measured in time by counting the number of beats per minute (BPM). Rhythm: the pattern of long and short sounds as you move through a song. Tempo: how fast or slow something is happening. Untuned: have no notes of definite pitch.		Images: 	



History (toys)			Science (materials)																														
Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>	Knowledge <i>I know...</i>	Skills <i>I can...</i>	Links back to <i>I remember...</i>																												
<ul style="list-style-type: none"> Toys have changed within the last 50 years. The toys my parents and grandparents played with are different to toys today. In the past most toys used to be made from paper, wood and metal. Toys now are usually made of plastic. Lots of toys now are electrical. Toys are safer to play with than they were in the past. Play Doh was invented in 1955. Space hoppers were popular in the 1970s. Gameboy was invented in 1990s. 	<ul style="list-style-type: none"> Place events and objects in time order Use words about the past, e.g. then, now, before I was born, a long time ago. Identify similarities and differences between toys used now, and in the past. Identify similarities and differences between two sources of information Talk, draw and write about changes (within living memory). Stay safe when using the internet, computers and iPads. 	<ul style="list-style-type: none"> Talking about communication and technology from the past. History is learning about the past. To use historical sources to begin to wonder and ask questions about the past. 	<ul style="list-style-type: none"> Objects are made from different materials Wood, metal, paper, plastic, glass, water, rock and fabric are different types of material Absorbent materials soak up water Waterproof materials keep water out/keep things dry Materials have different properties, e.g. hard, soft, smooth, rough, shiny, flexible, stiff, stretchy, 	<ul style="list-style-type: none"> Sort materials according to their properties Explain which material objects are made from Compare two materials, saying what is the same and what's different Describe what some materials are like e.g. waterproof, hard, flexible, stiff Make suggestions about what to do Investigate materials to find the best for a teddys raincoat Predict what may happen Draw and say what happened 	<ul style="list-style-type: none"> Exploring the best material for our bag Exploring materials, saying what was the same and what was different Describing some materials e.g. hard soft, heavy, light, bendy, strong Making a bag made from fabric 																												
Vocabulary: Artefact: objects made by humans Chronology: putting events, objects or dates in order History: a study of past events Living memory: If something has happened within living memory, it can be remembered by some people who are still alive. Past: gone by in time Present: existing or occurring now Source: a place, person or thing that you can find information from. Timeline: a list of events in the order that they happened.		Images: 		Vocabulary: Absorbent: soaks up water. Flexible: can bend easily without breaking Material: what objects are made from. Object: a material thing that can be seen or touched. Observe: to look closely Predict: make a guess about what might happen. Properties: what a material is like and how it behaves (soft, stretchy). Rough: has an uneven surface; not smooth or level Smooth: has a smooth surface, not rough or bumpy Stiff: not easily bent or changed in shape Stretchy: can be stretched, elastic Waterproof: it keeps water out & things dry.		Images: <table border="1"> <thead> <tr> <th colspan="2">Material detection</th> </tr> <tr> <th>Material</th> <th>Name of objects</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Material sorting</th> </tr> <tr> <th>Plastic</th> <th>Wood</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> </tr> <tr> <td>Paper</td> <td>Metal</td> </tr> <tr> <td></td> <td></td> </tr> </tbody> </table> 		Material detection		Material	Name of objects													Material sorting		Plastic	Wood			Paper	Metal		
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