






Expressive arts and design/Design technology (textiles – hand puppet)			Expressive arts and design/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 made from fabric (felt). Some fabric comes from plants and animals (wool, cotton). Scissors can be used to cut things. Puppets can be made from other materials e.g. paper. 	<ul style="list-style-type: none"> Design a hand puppet using my ideas and experiences Draw a picture of my hand puppet. Use glue to embellish/decorate my hand puppet. Share my work and talk about what I have done 	<ul style="list-style-type: none"> n/a 	<ul style="list-style-type: none"> Music/sounds can be fast and slow (tempo) Songs have a pattern of sounds and silences (rhythm) Drum, cymbal and maracas are all instruments. Different materials can be used to make music 	<ul style="list-style-type: none"> Explore the sounds of instruments Sing some nursery rhymes, chants and songs Listen to songs Tap out a rhythm Make an instrument out of junk box modelling 	<ul style="list-style-type: none"> Singing songs in my class
Vocabulary: Design: a plan or drawing to show your ideas before you make a product. Decorate: to add details to a design to improve its appearance. 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.		Images: 	Vocabulary: Instrument: a device used to produce music. Rhythm: the sequence of sounds and silences in a song Tempo: how fast or slow something is happening. Untuned: have no notes of definite pitch. Song: words set to music Junk box modelling: Joining together boxes to make a model which can be painted and decorated		Images: 



Understanding the world/History (technology/communication)			Understanding the world/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"> The toys my parents and grandparents played with are different to toys today. Toys now are usually made of plastic. Lots of toys now are electrical. In the past most toys used to be made from paper, wood and metal. 	<ul style="list-style-type: none"> Talk about my favourite toy. Sort pictures/ real life toys into old and new. Talk about the toys I like to play with now compared with the toys I had when I was a baby. Say what is the same and different. Find out about the toys their parents / grandparents played with (within living memory note: this is relatives living memory). Draw what I know. 	<ul style="list-style-type: none"> n/a 	<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 Materials have different properties, e.g. hard, soft, heavy, light, strong, bendy 	<ul style="list-style-type: none"> Name different types of materials Sort materials into groups Describe what some materials are like Compare two materials, saying what is the same and what's different Think about what to do Find out which material is the best to make my bunting by planning and carrying out a test Talk about what I did and what happened 	<ul style="list-style-type: none"> n/a 		
Vocabulary: 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. Old: belonging to the past New: made recently Timeline: a list of events in the order that they happened.		Images: NB. These are only ideas and children's family members may share other toys from the past. 		Vocabulary: Material: what objects are made from. Object: a material thing that can be seen and 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). Hard: solid, firm, rigid Soft: easy to cut, mould or fold Heavy: weighs a lot Light: not heavy Strong: can take force and pressure Bendy: can be bent, soft and flexible.		Images: 