Enquiry Organiser Autumn Two Year One 2023

			, , ,	ne 2023			
Design technology	(textiles)		Music (tempo)				
 Knowledge I know Bags are used for different purposes Bags have handles to 	Skills I can Research bags Talk about what features bags have, e.g. handle, Design a simple bag 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 bag & talk about what it is for Begin to cut, shape and join fabric to make a simple bag Use a running stitch. Assemble, join and combine materials together using glue Use tools e.g. scissors and a hole punch safely. Evaluate my bag and talk about how it works Evaluate my work, say what I like and what possible changes I might make next time		t	 Knowledge I know Tempo means fast and slow. Pulse is a steady beat like a ticking clock or your 	Skills I can 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		Links back to I remember Using instruments Singing seasonal songs in assembly
 bags lave haldes to help us hold them Bags are usually made from fabric Denim, wool, cotton, fleece, felt and hessian are types of fabric A running stitch can be used to join fabric Dick Kelty invented the rucksack (1950s). A seam is the line where pieces of fabric join together 				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.			Soligo III assembly
Vocabulary:				Vocabulary:		Images:	
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 Mockup: 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				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.		slow fast	

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History (clothes/was		Science (materials)					
Knowledge	Skills		Links back to	Knowledge	Skills		Links back to
I know	I can		I remember	I know	I can		I remember
 Dick Kelty invented the rucksack (1950s). Clothes have changed over time My grandparents childhood clothes were different to mine now. Crocs were invented in 2002. Flairs and bright coloured dresses were popular in the 1960s Shell suits and leg warmers were popular in the 1980s. 	 Place events and objects in time order Use words about the past, e.g. then, now, before I was born, a long time ago. To identify similarities and differences between my clothes and my grandparents clothes (when they were a child). To identify similarities and differences between two historical sources of information Talk, draw and write about changes within living memory 		 Making a timeline Dressing up as Victorian school child and learning about a school day History is learning about the past To use historical sources to begin to wonder and ask questions about the past 	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,	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		Exploring materials, saying what was the same and what was different Describing some materials e.g. hard soft, heavy, light, bendy, strong
Vocabulary:		Images:		Vocabulary:		Images:	
Artefact: objects made by hur Chronology: putting events, order History: a study of past events Inventor: a person who create something new and useful Living memory: If something within living memory, it can be some people who are still alive Past: gone by in time Present: existing or occurring Source: a place, person or thi find information from. Timeline: a list of events in the happened.	mans objects or dates in ses or discovers has happened remembered by e. now ng that you can			Absorbent: soaks up water. Flexible: can bend easily without to Material: what objects are made frought object: a material thing that can be touched. Observe: to look closely Predict: make a guess about what happen. Properties: what a material is like behaves (soft, stretchy). Rough: has an uneven surface; no level Smooth: has a smooth surface, no bumpy Stiff: not easily bent or changed in Stretchy: can be stretched, elastic Waterproof: it keeps water out. It is dry.	om. e seen and might and how it of smooth or of rough or shape	Material Interior of thysela. Material Name of thysela. Material Name of thysela.	Makital acting Wata