

Science (Materials)

- Know the names and properties of a range of everyday materials
- Know the main uses of common materials and understand why they can be used for some things but not for others
- Investigate how some materials can be changed, whilst others cannot and that some changes are reversible
- Learn about significant people who helped to invent new materials e.g. John Dunlop/Charles Macintosh
- Compare the use of materials in different settings

Vocabulary: wood, metal, plastic, glass, brick, rock, rubber, paper, leather, cardboard, fabric, bend, squash, twist, stretch, change, reversible, irreversible, natural, manmade, solid, soft, hard, flexible, transparent, translucent, opaque, waterproof, smooth, shiny, rough, light, heavy, sharp, reflective

English

- Learn how to use question marks, commas and exclamation marks with increasing accuracy
- Know the four important word types and use them in their writing: adjectives, nouns, verbs and adverbs
- Learn the features of, and write, speech bubbles, thought bubbles and diary entries to help them connect with the people who lived during the Great Fire of London
- Write settings descriptions using a range of adjectives and descriptive vocabulary
- Explore the key features of poetry and perform the 'Great Fire' poem by Paul Perro
- Create newspaper articles and news reports based on the events of the Great Fire of Handley

JIGSAW (Being Me in My World)

- Know the places they belong and their roles and responsibilities within them
- Understand how to make school a happy, safe and fair place for everyone
- Value what makes each of us individual and special
- Recognise what friendship 'looks like'

Vocabulary: safe, friends, happy, valued, responsibility, belonging, worried, actions, consequences, rights

History

- Know why the great fires of London and Sixpenny Handley started and why they could not be stopped
- Know and sequence the key events of both great fires
- Know about the lives and contributions of significant individuals during the Great Fire of London: Samuel Pepys and King Charles II
- Understand the consequences of the fires, positive and negative, and the changes that came about because of them
- Understand the importance of eye-witnesses testimony and diary writing in helping us know about the past
- Understand what makes places safe from fire in the modern day

Vocabulary: Samuel Pepys, King Charles II, River Thames, Thomas Farriner's bakery, Pudding Lane, monument, artefact, diary, eyewitness, St Paul's Cathedral, fire hook, before, past, recent, modern, timeline, cause, effect, evidence, consequence, change, impact, seventeenth century, the Stuarts, 1666, 1892

RE (Christianity)

- Understand some of the key principles of Christianity and how this affects the way Christians behave
- Explore key questions like 'Is it possible to be kind all of the time?'

Vocabulary: kindness, behaviour, actions, consequences, responsibility, Jesus, the Good Samaritan, God, teachings, Bible



Grasshoppers Learning Unit: Autumn 1



Fire, Fire!

Art and Design/ Design and Technology

- Design, create and evaluate houses in the style of those from the Seventeenth Century, using a range of tools and techniques
- Learn a range of drawing techniques and use these to create a picture of the original St Paul's Cathedral
- Use different art techniques to create the texture, colour and shape of fire
- Learn about the life and works of a famous artist: Paul Klee (focus on buildings)
- Select ingredients and follow the recipes for traditional cakes and bread from the seventeenth century

Vocabulary: curved, straight, angled, faint, thick, sharp, sketch, texture, pattern, colour, famous, acrylic, texture, structure, stiffer, stable, solid, design, evaluate, improve, Paul Klee, 1879-1940

Music

- Know how to use their voices expressively when joining in with songs, chants and rhymes
- Listen with concentration to different recorded pieces of music
- Play a range of different tuned and untuned instruments, experimenting with sound and joining in with a shared piece

Vocabulary: key, tone, note, rhythm, melody, pitch, tempo, pulse, beat, tune, long, short

Physical Education (Mighty Movers/Multi-Skills)

- Know how to run, jump, throw and catch with balance and coordination
- Have increasing control over their body movements
- Partake in team games, taking on a variety of roles

Vocabulary: movement, agility, coordination, warm up, balance, teamwork, throw, catch, send, receive, bounce, jump, hop, skip, gallop, jump, fair, rules, follow