

Art — 2D to 3D Sculpture

Key questions:

What is a 2D shape?

2D shapes are two dimensional, they have sides and corners, and are completely flat. For example, circles, triangles, squares, rectangles, pentagons, hexagons and octagons.

What is a 3D shape?

3D shapes have three dimensions - length, width and depth. For example, cubes, pyramids, spheres and cones.

What is a sculpture and how do we use our knowledge of shape to create one?

Which type of materials will we use to sculpt?

Any material that can be shaped in three dimensions can be used sculpturally. The most suitable materials are stone, wood, metal, clay, ivory, and plaster. At school we will explore polymer clay, plasticine and modroc to create characters from traditional tales.

Key learning:

Explore, discover and invent ways for 2d to transform into 3d sculpture. This might be through creating drawings or prints on paper which are then folded, through collage which becomes relief, through 2d shapes which are cut out and constructed with.



Year 1 LEARN IT KNOW IT USE IT

Theme - Traditional Tales

What YOU need to know!

Traditional Tales

Our theme this term will be traditional tales which will be linked to Literacy, Maths

and many topic areas this term. We will be focusing on sentence writing, stories, traditional rhymes, character descriptions, structures and features of stories. Please see below a list of some of the stories we will be focusing on:

The Gingerbread Man
Jack and the Beanstalk
Three Billy Goat's Gruff
Hansel and Gretel
Three Little Pigs
Little Red Riding Hood
The Ugly Duckling
Aesop's Fables
Traditional Nursery Rhymes



Science— Animals and Investigations

Key questions:

What are the 5 animal groupings?

- * Mammals,
- * Amphibians
- * Reptiles
- * Birds
- * Fish

MAMMALS



BIRDS



REPTILES



AMPHIBIANS



FISH



What are the 3 types of animal diet and how can we explain them?

Carnivore: an animal that feeds on other animals.

DIET: meat, fish, animal products (eggs), and dairy products (in small amounts).

Animals that are Carnivores: lion, wolf, leopard, hyena, polar bear.

Herbivore: an animal that feeds on plants.

DIET: grasses, fruits, leaves, vegetables, roots and bulbs.

Animals that are Herbivores: cow, deer, horse, gorilla, tortoise, elephant.

Omnivore: an animal or person that eats a variety of food of both plant and animal origin.

DIET: eggs, insects, fungi, meat, and algae.

Animals that are Omnivores: bears, birds, dogs, raccoons, foxes, certain insects, and even humans.

How do we undertake an investigation? Through observing and questioning. Using simple equipment to observe. Evidence can be recorded of findings using simple charts and answer questions about the findings the sorting this information into groups.

RE— Hinduism

Key Questions:

Key question: What do Hindus believe about God?

In Hinduism, there is one god known as Brahman, but he is seen in many different forms. Brahman is said to be the creator of the whole universe.

What is a Shrine?

Shrines are where Hindus pray, ask for help and give thanks to God. They are used as a way of showing respect to all of the different understandings of God. Each aspect is worshipped and thanked for the job it does.

What do you know about the story- The Blind Men and the Elephant?

The story illustrates how people have different opinions. It links to Hinduism as it teaches that there is one God but that people might understand him in different ways.



Computing— Design

Key Questions:

What is design?

Design is the process of imagining and planning the creation of objects, systems, buildings, vehicles, etc.

How can we use technology to develop design skills?

We will use a computer to design a functional bird box using CAD (Computer Aided Design) software, using technology purposefully to create, organise and manipulate digital content. We will then use our digital design to help us to create our bird boxes in DT.

What skills will we develop?

We will learn how to:

- change the colour and pattern of elements.
- position and rotate objects on a design, and position objects in relation to each other.
- re-size, rotate, flip and arrange objects behind/in front of each other.

DT— Bird Houses

Key Questions:

Key learning

Design a functional bird box communicating their ideas, based on existing products through talk and the use of a booklet to illustrate these design ideas and final designs. These ideas are to be made by selecting appropriate tools for cutting, shaping, joining and finishing their product. The final product will be evaluated against design criteria.

What Materials are suitable to build a Bird House?

You will need something waterproof to make your Bird House. This will protect the design from the weather and keep the animal dry. We will be using wood to create our Bird House.

How can you make a booklet design?

Generally, the design of a booklet is the first thing that's done, aside from the actual content that goes inside the booklet.

Once, you have an idea for a booklet design, it's usually determined where the booklet content will come from, and what it will look like.

