



Bellenden Primary School – Topic web Year 1 Term 2

Home sweet Home

Science: 1ST HALF: MATERIALS (see scheme of work for more detail)

- Distinguish between an object and the material from which it's made.
- Identify and name a variety of everyday materials - including wood, plastic, glass, metal, water and rock.
- Describe the simple physical properties of everyday materials.
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.

Writing Links

- Write instructions to create an umbrella

Maths Links

- Count everyday materials in groups of 2, 5 and 10
- Use comparative language to describe the simple physical properties of everyday materials

Science: 2ND HALF: PLANTS (See scheme of work for more detail)

- Identify and name a variety of common, wild and garden plants - including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants -including trees.

Writing Links

- Write a fact file about trees
- Write a leaflet about looking after plants

Maths Links

- Use a ruler to measure in cm
- Use comparative language to describe differences in plants
- Use names of common 2D shapes to describe differences in plants

History:HOMES

- Discuss what sort of homes people live in today.
- Know what homes look like from the outside (recognise windows, doors and chimneys)
- Describe and draw details of different homes from different eras through local visits.
- Identify how houses have changed through different periods (material/roof/windows/toilets etc)
- Identify some of the difference between a modern/old house.
- Identify the rooms in houses from long ago (parlour/larder)
- Use clues to infer the use of an object from the past.
- Show understanding of an aspect of homelife from the past by using role play (link into the home corner)

CROSS CURRICULAR LINKS

- Use comparative language to describe the features of different homes.

Geography: HOMES

- Use the correct vocabulary to describe different types of dwellings.
- Understand how houses differ for their purpose and location.
- Know the difference between a factory, an office and a shop and know these are not houses.
- Identify a farm.
- **CROSS CURRICULAR LINKS**
- Count houses in 2s, 5s or 10s.
- Make a poster for a shop.

ART: MAKE A SCULPTURE (LINK WITH MATERIALS)

- Know the materials used in making a sculpture
- Ask and answer questions about the starting points for their work
- Choose from a range of materials
- Try out tools and techniques
- Create a sculpture for a home
- Review what they have done and how they feel
- **CHALLENGE ACTIVITIES FOR THE MORE ABLE PUPILS**
- Evaluate the effectiveness of using different types of materials.
- Design and create a more complex animal with extra detail.

D.T: DESIGN A HOME

- Use own experiences when developing ideas.
- Clarify their ideas through discussion.
- Make suggestions as how to proceed.
- Assemble, join and combine 2D and 3D modelling techniques using glues and masking tape.
- Make simple hinges.
- Know how to make structures more stable.
- Use construction kits to aid modelling.
- Evaluate the product they have made.
- **CHALLENGE ACTIVITIES FOR MORE ABLE PUPILS**
- Create more detailed houses (e.g. different types of windows; roofs and doors)
- Use more challenging joining techniques.
- Combine with maths skills to find exact measurements for the pieces that need to be joined.

Music:

- Use their voices creatively by singing songs, chants and rhymes.
- Play untuned instruments musically.
- Listen with concentration to a wide range of high quality recorded music.
- Experiment with sound using interrelated dimensions of music.

P.E (Please follow the Val Sabin scheme of work) Gymnastic, dance and games

R.E Christianity (units 2 and 3)

Computing:CODING, PROGRAMMING AND COMPUTER GAMES

- Understand and create simple everyday step-by-step algorithms.

- Use simple commands to control the movement and actions of a person or onscreen object.
- Use symbols for direction, distance and turn it in a simple program or sequence of actions.
- Explore games and simulations with drag/drop and basic variables.
- Identify obvious errors and correct them.

Entitlement and enrichment: Surrey Docks Farm/ Local park/ visit the City of London/ Dulwich village.

Topic writing links: (please teach during Friday's literacy lesson and work in topic/Science books:

- Write a description of a home
- Write a short description of a village, a city And a town.
- Create a sign for their own shop - create a poster advertising its products
- Write a simple picture books about farm animals
- Write a simple guide to plants/trees/flowers found in the local area.

Literacy books which link to the topic:

On the way home
Hansel and Gretl
The Three Little Pigs
This is our house
Cave Baby

Maths topic Links: (work to be in topic/Science books)

- Count, read, write and add door numbers
- Solve simple word problems about house numbers or the numbers of rooms in houses from long ago
- Guess how many years old a house is
- Use comparative language to compare the age of homes and the number of rooms in a home
- Count how many different types there are in a street
- Use comparative language to describe and compare different types of buildings
- Sequence the types of building in a street using language such as 'before, after and next'.