**Fistral Class - Autumn Term topic planning overview**

Questions children pose:

How are toys made?

How do they fix the wheels onto Hotwheels?

How is the metal made in Hotwheels?

What materials are toys made of?

What different types of toys are there?

Why do people have different toys in other parts of the world?

What toys did people play with years ago?

How does Santa deliver toys in 1 night?

Where are toys made?

Vocabulary

Science - weather (sunny, rainy, windy, snowy etc.), seasons (Winter, Summer, Spring, Autumn), sun, sunrise, sunset, day length,

Art - smooth, rough, collage, fabric

History - chronology, recent, similar, contrast, difference, similarity, artefact, compare, historical, primary source, secondary source

ICT

instructions, repeat, sequence, code, bug, predict, retrieve, amend, digital, device, save, load, Beebot, route, software, commands, email, internet

Launch Question – Autumn Term

*What Makes a Good Toy?*

Why have you chosen the question?

Children’s interest and it covers objectives that we need to cover.

Objectives you plan to cover: (taken from the Trust progression skills ladders and NC)

Science (Seasonal Change)

* observe changes across the four seasons

▪ observe and describe weather associated with the seasons and how day length varies.

History – Toys From the Past

* Ask questions and find out answers about the past
* Begin to identify the difference between primary and secondary sources

RE - Who is Jewish and how do they live?

(see separate planning)

Music (taught weekly)

Xmas perfomance

Art – collage

* Organise and sort materials by colour
* Select, cut and tear paper and card for their collages
* Build layers of a range of materials to create an image
* Interpret an object through collage
* Apply a range of different kinds of media to embellish and add details on their collage and explain what effect this has

ICT

* Create instructions using pictures.
* Understand why it is important to be precise when writing an algorithm.
* Write instructions to program a person like a computer.
* Program a Bee-Bot (or similar programmable toy) to move.
* Debug a Bee-Bot (or similar programmable toy).
* Program a sequence to make a Bee-Bot (or similar programmable toy) move.