

God Save The Bee!

Subject	Skills and objectives	Combined outcome(s)
Science Developing Experts	Introduction to Plants – Identify and describe the basic structure of a variety of common flowering plants, including trees. Identify and describe the basic structure of common wild and garden plants. Observe changes across the four seasons. Biology - Plants: How Plants Change Over Time. Identify and name a variety of common wild and garden plants, and use the local environment throughout the year to explore and answer questions about plants growing in their habitat.	To sort this unit of work pupils will focus on the capital city – London. Using the VR headsets, they will be able to explore some of the famous landmarks, including Buckingham Palace, before discussing the term Monarchy. Pupils will learn about the Monarchy and what it means to have a King or Queen. They will look at the royal family and the succession to the throne. Their learning will move at this point and they will begin to focus on bees, queen bees and the roles of other bees within the hive. They will explore the vital role bees have with pollination, which will link to their Science unit on plants. Through observation of Georgia O'Keeffe's Artwork, pupils will use a range of paint brushes and paints to create their own paintings of flowers, combining these to create a large class flower meadow. After designing their own bee gardens, pupils will design and create a bee
Teach Computing	Programming A: Moving a robot To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program To find more than one solution to a problem	Programming B: Introduction to animation To choose a command for a given purpose To show that a series of commands can be joined together To identify the effect of changing a value To explain that each sprite has its own instructions To design the parts of a project To use my algorithm to create a program
Art	Painting- To know that paintbrushes can differ in appearance – know the name of: - Flat brush - Rounded brush To change the position of the hold to vary the control and effect of the marks created (e.g. close to tip for more control) To know the names of different types of paint such as watercolour and acrylic paint and how they differ in quality (e.g. watercolours are “watery” and “thin”. Acrylic paint is “thick”)	To use thick and thin brushes as appropriate Sketchbooks- To review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook Drawing- To begin to add detail to their drawing using pencil through careful observation

Year 1

History	Knowledge and Interpretation- To appreciate that some famous people have helped our lives be better today	To recognise that we celebrate certain events because of what happened many years ago	structure using recycled products.
DT	Developing ideas - To think of some ideas of their own To explain what they want to do To use pictures and words to plan Making - To explain what they are making To explain which tools are they using Evaluating - To describe how something works To talk about their own work and things that other people have done	Food Technology - To describe the texture of foods To wash their hands and make sure that surfaces are clean To think of interesting ways of decorating food they have made, eg, cakes Food Prep Skills - To mix food with appropriate utensils	
Geography	Locational Knowledge- To identify the four countries making up the UK To name some of the main towns and cities in the UK	To identify where they live on a map of the UK Physical Geography- To explain how the weather changes with each season	