



Year 1 and 2:

How do we really stay safe?

<p style="text-align: center;"><u>DT</u></p> <p>A plan is a map of your ideas, thinking about how you want to make something before making it.</p> <p>Designing is the process of planning before making</p> <p>Materials can be joined by gluing (adhesive) or folding.</p> <p>Joins can include gluing (adhesive), or folding,</p> <p>A design criteria is a list of specifications which must be met to make the product successful for the intended audience and purpose.</p> <p style="text-align: center;">design, make, evaluate, label, materials, annotate, purpose, design criteria audience, plan, template, explain, Hand tools, tools, cut, shape, join, assemble, design criteria, success</p>	<p style="text-align: center;"><u>RHSE</u></p> <p>Animals and humans grow and change and become independent.</p> <p>Asking others for help is ok. I can ask trusted adults (Parents, teachers, family members, staff in school) and friends.</p> <p>I can keep safe by telling an adult when there is a problem.</p> <p>It is important to respect myself and others</p> <p>I can follow the PANTS rule. Some places are appropriate for me to touch and be touched in; others are not.</p> <p>Everybody is different and special.</p> <p style="text-align: center;">trust, difference, different, respect, secret, help, adult, contact, touch, private, privacy</p>	<p style="text-align: center;"><u>PE</u></p> <p>Listening and following simple instructions is important in a game, for it to work</p> <p>Attacking means the team with possession and then is able to score</p> <p>Defending means trying to stop the other team from scoring</p> <p>To create space, players should move away from defenders</p> <p>Following rules allows a game to be safe, fair and fun</p> <p style="text-align: center;">attacking, defending, space, instructions, co-ordination, instructions, balance, control, kick, direction</p>
<p style="text-align: center;"><u>History</u></p> <p>Each family is made up of a variety of different members</p> <p>The past has already happened.</p> <p>The present is now.</p> <p>The future has not happened yet.</p> <p style="text-align: center;">long ago, after, timeline, chronology, sequence, first, next, living, dead, alive, similarity, difference,</p>	<p style="text-align: center;"><u>Art</u></p> <p>Primary colours are red, blue and yellow.</p> <p>Two primary colours are mixed to create secondary colours</p> <p>Adding white makes a tint (lighter)</p> <p>Adding black makes a tone (darker)</p> <p style="text-align: center;">primary colours, secondary colours, tint, tone, shades</p>	<p style="text-align: center;"><u>RE</u></p> <p>The children are learning about different religious stories:</p> <p>The key character(s) are...</p> <p>It is important because...</p> <p>The story comes from...</p> <p style="text-align: center;">parable, moral, message, teaching, lesson, learn, importance, values, character, special, Torah, Yad, Ark, Bible, Lectern, Old Testament</p>
<p style="text-align: center;"><u>Geography</u></p> <p>A compass tells you the direction when using a map</p> <p>A map is a picture of a place</p> <p>Symbols and a key can help show where things are on a map.</p> <p style="text-align: center;">Compass, map, symbols, North, South, East, West, compass point, location, place</p>	<p style="text-align: center;"><u>Computing</u></p> <p>Passwords keep information safe</p> <p>Social media is a platform for communication</p> <p>Modern technology generally uses electricity</p> <p style="text-align: center;">communication, entertainment, connection, modern, personal information, password, private</p>	<p style="text-align: center;"><u>Music</u></p> <p>Pitch is the highs, lows and notes in between.</p> <p>The melody line uses notes which can be followed with our hands.</p> <p>Tempo is the speed of the music.</p> <p>Dynamics is the volume.</p> <p style="text-align: center;">Voice, sounds, volume, syllables, melody, pulse, beat, pitch (high/low), tempo (fast/slow), dynamics (loud/quiet), timbre, legato (smooth). staccato (short and detached), tempo, dynamics</p>

