



# Medium Term Plan for Year 1 Celebrations Autumn term 2nd half 2016

	Notes	Science and Design Technology.	History	DT	Art & Design	Computing
Week 1 31 <sup>st</sup> Oct	Bonfire campfire	Sc1/1.4 identifying and classifying  Identify and name a range of different animals. Group and classify to own criteria. Discuss nocturnal habits	Hi1/1.2 events beyond living memory that are significant nationally or globally Sc1/1.4 identifying and classifying  Identify and name a range of different animals. Group and classify to own criteria. Discuss nocturnal habits  Hi1/1.3 the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods  Intro Guy Fawkes and story of bonfire night. Activity- PowerPoint. Discuss where? Why? How? Why do we have fireworks? Show a display  <b>Draw a scene from the event and write a story</b>	DT1/1.1a design purposeful, functional, appealing products for themselves and other users based on design criteria  <b>Design a habitat for an animal. Discuss ideas etc.</b>	Ar1/1.3 to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space  <b>Firework painting Technique 1-Use Brusho and describe effects. Technique 2- To blow paint and describe effects.</b>	Co2/1.3 use logical reasoning to predict the behaviour of simple programs.  IPad SMART fireworks.
Week 2 7 <sup>th</sup> Nov.		Sc1/1.4 identifying and classifying  Identify and name a range of different animals. Group and classify to a given criteria Discuss nocturnal habits  Record in books.	Hi1/1.2 events beyond living memory that are significant nationally or globally  Remembrance day Use espresso video clip of service. Discuss.		Ar1/1.4 about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.  Activity- Monet poppies. Demonstrate laying down a wash	
Week 3 14 <sup>th</sup> Nov		Sc1/4.1a observe changes across the 4 seasons  Sc1/4.1b observe and describe weather associated with the seasons and how day length varies.  <b>Gather objects.</b>			Ar1/1.3 to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space  Observational paintings of found seasonal objects,  Create a 3D picture using found objects.	Co2/1.3 use logical reasoning to predict the behaviour of simple programs  <b>Beebots on Autumn map</b>
Week 4 21 <sup>st</sup> Nov				DT1/2.1a use the basic principles of a healthy and varied diet to prepare dishes  DT1/2.1b understand where food comes from.		
Week 5 28 <sup>th</sup>	Tree dressing	Sc1/1.3 performing simple tests  Sc1/1.6 gathering and recording data to help in answering questions.  Test a wide range of different materials to see if they reflect or absorb light		Baking a variety of biscuits.	Ar1/1.1 to use a range of materials creatively to design and make products  Ar1/1.2 to use drawing, painting and sculpture to develop and share	

<p>Week 6 5<sup>th</sup> Dec</p>	<p>Christmas Performance  Theatre Visit: Friday 9th</p>				<p>their ideas, experiences and imagination</p> <p>Ar1/1.3 to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p>	
<p>Week 7 12<sup>th</sup> Dec</p>	<p>RED AND GREEN DAY  Christmas party</p>				<p>Variety of Christmas Crafts</p>	