

'Class: Jet Date of project: Terms 3 and 4

Art- To weave fabrics and threads.

Computing- E-safety

To programme programmable toys

DT- Design and make purposeful and functional products.

Geography- To know that the world has oceans and continents.

History- To explore significant people and their events from the past and changes from living memory-Mary Seacole, Amelia Earhart, The Wright Brothers, Alexander Hosea

Music- To explore different instruments and make sounds

RSE/PSHE- Jigsaw. Keeping safe with medicines.

PE- Multi skills using hands and feet. Dance, Gymnastics and Yoga

RE- To explore a scared place of Christianity.

Science- Identify, name and describe different materials

Identify, name and draw basic body parts linked to senses.

English — Questions, Biography, Instruction writing, newspaper report, character description, fact sheets, reciting poetry, story writing.

Maths – Numbers to 100, ordinal numbers, reasoning with measure (money), fractions, solving number problems, investigating STATS.

Global- Investigate recycling and looking after the world.



What will you be remembered

for?

We will be focusing on books Rosie Revere Engineer, Iggy Peck Architect, Ada Twist Scientist and Taking Flight.

To immerse our learning we will have silver drapes, we will have a doctors/scientists lab in Term 3 changing into an inventor workshop as our role play. Wooden effect table clothes. We will have a cog/inside an inventor's machine backdrop with spaces for the children to add their own blueprints. There will be tools to use in the role play and workbenches set up as learning zones.

Project launch:	Can you take a trip down memory lane?	Can we bring back the weave?	Who are they?	What is in the air?	Project outcome:
Scientific Senses	History	Art	History/English	Music	What will we invent?
Morning	Personal timeline.	Weaving	Wright Brothers	Create a piece of music with	DT/Science Parents in to help create their
08.01.2019			Biography	instruments.	child's personal flying inventions. Engineer will visit and look at completed models.

