

<p>Topic and Kapow unit Year 1/2</p> <p>A</p>		<p><u>Autumn Term 2</u></p> <p><u>Fairground</u> <u>Wheel</u> <i>Mechanical</i></p>	<p><u>Spring Term 1</u> <i>Art</i></p>	<p><u>Spring Term 2</u></p> <p><u>Pouches</u> <u>Textiles</u></p>	<p><u>Summer Term 1</u> <i>Art</i></p>	<p><u>Summer Term 2</u></p> <p><u>Fruit and Vegetables</u> Cooking and Nutrition</p>	<p><u>Additional units covered</u></p> <p><u>Puppets</u> <i>Textiles</i></p>
<p>Design</p>	<p>Year 1&2</p>	<ul style="list-style-type: none"> • Creating a class design criteria for a moving monster. • Designing a moving monster for a specific audience in accordance with a design criteria. 	<p><i>Art</i></p>	<ul style="list-style-type: none"> • Designing a pouch. 	<p><i>Art</i></p>	<ul style="list-style-type: none"> • Designing smoothie carton packaging by-hand or on ICT software. 	<ul style="list-style-type: none"> • Using a template to create a design for a puppet.
<p>Make</p>	<p>Year 1&2</p>	<ul style="list-style-type: none"> • Making linkages using card for levers and split pins for pivots. • Experimenting with linkages adjusting the widths, lengths and thicknesses of card used. • Cutting and assembling components neatly 	<p><i>Art</i></p>	<ul style="list-style-type: none"> • Selecting and cutting fabrics for sewing. • Decorating a pouch using fabric glue or running stitch. • Threading a needle. • Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. • Neatly pinning and cutting fabric using a template. 	<p><i>Art</i></p>	<ul style="list-style-type: none"> • Chopping fruit and vegetables safely to make a smoothie. • Identifying if a food is a fruit or a vegetable. • Learning where and how fruits and vegetables grow. 	<ul style="list-style-type: none"> • Cutting fabric neatly with scissors. • Using joining methods to decorate a puppet. • Sequencing the steps taken during construction.

Evaluation	Year 1&2	<ul style="list-style-type: none"> • Evaluating own designs against design criteria. • Using peer feedback to modify a final design 	<p>Art</p> <ul style="list-style-type: none"> • Troubleshooting scenarios posed by the teacher. • Evaluating the quality of the stitching on others' work. • Discussing as a class the success of their stitching against the success criteria. • Identifying aspects of their peers' work that they particularly like and explaining why. 	<p>Art</p> <ul style="list-style-type: none"> • Tasting and evaluating different food combinations. • Describing appearance, smell and taste. • Suggesting information to be included on packaging. 	<ul style="list-style-type: none"> • Reflecting on a finished product, explaining likes and dislikes.
Technical Knowledge	Year 1&2	<ul style="list-style-type: none"> • To know that mechanisms are a collection of moving parts that work together as a machine to produce movement. • To know that there is always an input and output in a mechanism. • To know that an input is the energy that is used to start something working. • To know that an output is the movement that happens as a result of the input. • To know that a lever is something that turns on a pivot. • To know that a linkage mechanism is made up of a series of levers. 	<p>Art</p> <ul style="list-style-type: none"> • To know that sewing is a method of joining fabric. • To know that different stitches can be used when sewing. • To understand the importance of tying a knot after sewing the final stitch. • To know that a thimble can be used to protect my fingers when sewing. 	<p>Art</p> <ul style="list-style-type: none"> • Understanding the difference between fruits and vegetables. • To understand that some foods typically known as vegetables are actually fruits (e.g. cucumber). • To know that a blender is a machine which mixes ingredients together into a smooth liquid. • To know that a fruit has seeds and a vegetable does not. • To know that fruits grow on trees or vines. • To know that vegetables can grow either above or below ground. • To know that vegetables can come from different parts of the plant (e.g. roots: potatoes, leaves: lettuce, fruit: cucumber). 	<ul style="list-style-type: none"> • To know that 'joining technique' means connecting two pieces of material together. • To know that there are various temporary methods of joining fabric by using staples, glue or pins. • To understand that different techniques for joining materials can be used for different purposes. • To understand that a template (or fabric pattern) is used to cut out the same shape multiple times. • To know that drawing a design idea is useful to see how an idea will look.

<p>Topic and Kapow unit Year1/2</p> <p>B</p>		<p><u>Autumn Term</u></p> <p><u>A balanced diet</u></p> <p><i>Food and nutrition</i></p>	<p><u>Spring Term 1</u></p> <p>Art</p>	<p><u>Spring Term 2</u></p> <p><u>Wheels and Axles</u></p> <p><i>Mechanisms</i></p>	<p><u>Summer Term 1</u></p> <p>Art</p>	<p><u>Summer Term 2</u></p> <p><u>Moving Story Book</u></p> <p><i>Mechanisms</i></p>	<p><u>Additional units covered</u></p> <p><u>Pouches</u></p> <p><i>Textiles</i></p>
<p>Design</p>	<p>Year 1&2</p>	<ul style="list-style-type: none"> • Designing a healthy wrap based on a food combination which works well together. 	<p>Art</p>	<ul style="list-style-type: none"> • Designing a vehicle that includes wheels, axles and axle holders, that when combined, will allow the wheels to move. • Creating clearly labelled drawings that illustrate movement. 	<p>Art</p>	<ul style="list-style-type: none"> • Explaining how to adapt mechanisms, using bridges or guides to control the movement. • Designing a moving story book for a given audience. 	<ul style="list-style-type: none"> • Designing a pouch.
<p>Make</p>	<p>Year 1&2</p>	<ul style="list-style-type: none"> • Slicing food safely using the bridge or claw grip. • Constructing a wrap that meets a design brief. 	<p>Art</p>	<ul style="list-style-type: none"> • Adapting mechanisms, when: <ul style="list-style-type: none"> • they do not work as they should. • to fit their vehicle design. • to improve how they work after testing their vehicle. 	<p>Art</p>	<ul style="list-style-type: none"> • Following a design to create moving models that use levers and sliders. 	<ul style="list-style-type: none"> • Selecting and cutting fabrics for sewing. • Decorating a pouch using fabric glue or running stitch. • Threading a needle. • Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. • Neatly pinning and cutting fabric using a template.

Evaluation	Year 1&2	<ul style="list-style-type: none"> • Describing the taste, texture and smell of fruit and vegetables. • Taste testing food combinations and final products. • Describing the information that should be included on a label. • Evaluating which grip was most effective. 	Art	<ul style="list-style-type: none"> • Testing wheel and axle mechanisms, identifying what stops the wheels from turning, and recognising that a wheel needs an axle in order to move. 	Art	<ul style="list-style-type: none"> • Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed. • Reviewing the success of a product by testing it with its intended audience. 	<ul style="list-style-type: none"> • Troubleshooting scenarios posed by teacher.
Technical Knowledge	Year 1&2	<ul style="list-style-type: none"> • To know that 'diet' means the food and drink that a person or animal usually eats. • To understand what makes a balanced diet. • To know where to find the nutritional information on packaging. • To know that the five main food groups are: Carbohydrates, fruits and vegetables, protein, dairy and foods high in fat and sugar. • To understand that I should eat a range of different foods from each food group, and roughly how much of each food group. • To know that nutrients are substances in food that all living things need to make energy, grow and develop. • To know that 'ingredients' 	Art	<ul style="list-style-type: none"> • To know that wheels need to be round to rotate and move. • To understand that for a wheel to move it must be attached to a rotating axle. • To know that an axle moves within an axle holder which is fixed to the vehicle or toy. • To know that the frame of a vehicle (chassis) needs to be balanced. 	Art	<ul style="list-style-type: none"> • To know that a mechanism is the parts of an object that move together. • To know that a slider mechanism moves an object from side to side. • To know that a slider mechanism has a slider, slots, guides and an object. • To know that bridges and guides are bits of card that purposefully restrict the movement of the slider. 	<ul style="list-style-type: none"> • To know that sewing is a method of joining fabric. • To know that different stitches can be used when sewing. • To understand the importance of tying a knot after sewing the final stitch. • To know that a thimble can be used to protect my fingers when sewing.

		means the items in a mixture or recipe. • To know that I should only have a maximum of five teaspoons of sugar a day to stay healthy. • To know that many food and drinks we do not expect to contain sugar do; we call these 'hidden sugars'.					
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