

Seekers

Year 1

<u>Autumn 1</u> My Creativity Design History/Appreciation	<u>Autumn 2</u> My Creativity Make Evaluate	<u>Spring 1</u> My Creativity	<u>Spring 2</u> My World Human and animals	<u>Summer 1</u> My World Location	<u>Summer2</u> My World
<p style="text-align: center;">All About Me My Family</p> <p>Self-portraits – mixing colours. Attend to photos of family Using tools to produce self-portrait. Choosing appropriate tool</p>	<p style="text-align: center;">Celebrations</p> <ul style="list-style-type: none"> • Diwali • Bonfire night • Christmas <p>Design and make Christmas cards and decorations using a mechanism – 'lift the flap'</p>	<p style="text-align: center;">Mix it Up!</p> <p>Begin to experience different foods through smell and taste. Start to learn basis tool names and safety. Attempt basic food preparation skills, e.g spreading, mixing.</p>	<p style="text-align: center;">On the farm</p> <p>Visit a farm Observe what animals do. Be gentle around animals. Know the name and sounds for farm animals</p>	<p style="text-align: center;">Travel</p> <p>Going on holiday Sun safety Water safety Visit Airport Explore small world Talk about visit to airport Talk about different types of journeys.</p>	<p style="text-align: center;">Competition World Cup</p> <p>Use a range of electronic devises to play football-based games with cause and effect. Simple mark making in "Paint" app. Use a keyboard to choose letters. Take pictures of themselves paying football. Imitate sounds or actions e.g. uses sound button/voice in action song, slides volume control/ dimmer switch.</p>

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Year 2

Autumn 1 My World	Autumn 2 My Creativity Design Technical Knowledge	Spring 1 My Creativity Skills Evaluate	Spring 2 My Creativity	Summer 1 My World Location	Summer 2 My World
<p>All About Me</p> <p>My body My Features</p> <p>Imitate actions involving main body parts e.g. waving, nodding head. Make sounds with body e.g. stamping, clapping. Identify and point to simple body parts.</p>	<p>Musical Mayhem!</p> <p>Sarah music lesson</p> <p>Explore and design own musical instrument to make. Explores objects by linking together different approaches: shaking, hitting</p>	<p>All creatures big and small</p> <p>Manipulate materials to create creature Junk modelling Observing mark making Take (foot) prints</p>	<p>Where can we eat?</p> <p>Explore different restaurants</p> <p>Go to Sheldon Hall</p> <p>Explore different food of different textures and show a pleasure/ displeasure.</p>	<p>Under the Sea</p> <p>Explore locations in wider community – pond, stream. Simple map features. Explore the difference between land and sea in simple terms and what we might find in these environments, using symbols or pictures for support</p>	<p>Competition</p> <p>Wimbledon</p> <p>Create simple digital content e.g making simple marks in a paint program Anticipate and observe work being printed and identify own work. WII sport – tennis game</p>