

# Primary Curriculum: Autumn Term 1 2018-19

In primary phase we are excited about our imaginative learning projects for this half term. Our Cornerstones Curriculum projects are...

<p><b>Caterpillar Class</b></p>  <p>and</p> <p><b>Mole Class</b></p> 	<p style="text-align: center;"><b>The Enchanted Woodland</b></p>  <p>This half term, we'll visit forest school, observe the wildlife, collect natural objects and take beautiful pictures of the things we see. We'll write about our experiences and learn all about trees. We'll use information books to investigate woodland creatures and make mini-books of our own. We will find out how to recognise different plants and animals and create observational drawings of them. The tale of Hansel and Gretel will inspire us to write our own stories with a woodland theme. We'll build miniature dens, create woodland works of art and construct mini-woodlands from twigs, sticks, pine cones and leaves. At the end of our project, we'll share our stories aloud and create a woodland art gallery.</p>
<b>English</b>	Recounts, information books, letters, lists, instructions, stories
<b>Science</b>	Plants and animals, identifying and classifying plants, animals
<b>Art &amp; Design</b>	Working with natural materials, drawing, painting
<b>Computing</b>	Sending an email
<b>D &amp; T</b>	Building structures, making party food
<b>Geography</b>	Making maps
<b>Mathematics</b>	Measuring length and height, using money
<b>PE</b>	Team games
<b>PSHE</b>	Feeling positive, looking after the environment

<p><b>Butterfly Class</b></p> 	<p style="text-align: center;"><b>Muck, Mess and Mixtures</b></p>  <p>This half term, we'll investigate mixtures, from paint and toothpaste to jelly and shaving foam. We'll enjoy the story of George's Marvellous Medicine and write recipes, leaflets, lists and stories of our own. We'll use our science skills to explore everyday materials and understand why mixtures freeze and melt. We'll learn how to measure using scales, measuring jugs and cylinders accurately. We'll taste a wide variety of foods, learn about healthy eating and follow recipes to make some yummy treats including pizza and ice cream! Our artwork will also rely on our mixing skills. We'll use marbling inks to make unusual patterns, paint with ice cubes, model clay into exciting shapes and use a variety of materials to make mixed media collages. At the end of our project, we'll turn our classroom into a gallery to view our exhibition. We'll also design and create our very own mud kitchen to play in. Yuck!</p>
<b>English</b>	Labels, lists and captions, recipes, poetry, stories, leaflets
<b>Science</b>	Everyday materials
<b>Art &amp; Design</b>	Printing, food landscapes, mixed media pictures and collages, colour mixing, using clay
<b>Computing</b>	Stop-motion animation, digital photography and presentations
<b>D &amp; T</b>	Food tasting, origins of food, healthy meals, following recipes, designing an outdoor kitchen
<b>Mathematics</b>	Measurement (capacity and mass)
<b>PE</b>	Team games
<b>PSHE</b>	Safety around medicines and household products

## Mouse Class



and

## Dragonfly Class



## Scrumdiddlyumptious !



We're going to enjoy a yummy journey of discovery, sampling fantastic fruits and tantalising treats! This half term, we'll visit a local supermarket to find out about the food sold there. We'll bring back samples of fruits and vegetables so we can investigate them using our senses. Will we like everything we taste? We'll try different types of bread, and maybe even bake our own. In art and design, we'll look closely at fruits and vegetables and sketch what we can see. We'll follow recipes and learn about foods from around the world. Our science work will focus on food groups and how food can be altered. Will we be able to create bouncy eggs, edible slime or exploding chocolate drops? Using fruits and vegetables, we'll make musical instruments and sculptures. We'll also learn about the fascinating discoveries made by the physicist James Lind. Finally, we'll sing songs about food and play our vegetable musical instruments.

<b>English</b>	Recounts, recipes and instructions, nonsense poetry, non-chronological reports, adverts
<b>Science</b>	Nutrition
<b>Art &amp; Design</b>	Sculpture
<b>Computing</b>	Web searches, emails
<b>D &amp; T</b>	Cooking
<b>Mathematics</b>	Measures and money
<b>PE</b>	Exercise
<b>PSHE</b>	Healthy eating
<b>Geography</b>	Food miles and Fairtrade
<b>History</b>	Significant individuals – James Lind
<b>Music</b>	Vegetable orchestra

## Rabbit Class



## Bounce



This half term, we will be finding out if we can hop, skip, run, jump and bounce! In soft play and PE we'll jump, wriggle, run and crawl, moving under and over, along and through play equipment. We'll create imaginative poetry, follow instructions, write information books and design leaflets. We'll take part in a variety of sporting activities and see if practice makes perfect. Film clips, photographs and information books will help us to investigate how animals move, and we'll find out how exercise can affect our bodies. Our maths skills will help us to discover how far we can throw and how quickly we can run. We'll investigate different spheres and create a beautiful, spherical art installation. Our sporting heroes will provide us with plenty of inspiration as we work together in teams and rely on each other to score points and win games. At the end of the project we'll demonstrate our movement and dance skills, explain how exercise and a healthy lifestyle are important for everyone and unveil our art installation.

<b>English</b>	Recounts, information books, instructions, stories, poetry
<b>Science</b>	Caring for the environment
<b>Art &amp; Design</b>	Sculpture
<b>D &amp; T</b>	Materials and mechanisms
<b>Mathematics</b>	Measurement, properties of shapes
<b>PE</b>	Throwing and catching
<b>PSHE</b>	Teamwork, health and well-being
<b>History</b>	Sporting heroes
<b>Music</b>	Chants and rhymes

## Otter Class



## Potions



By reading an extract from Alice's Adventures in Wonderland, we'll learn all about mysterious potions, and write a safety label for Alice's bottle. We'll sort everyday items into solids, liquids and gases. Using our investigation skills we'll explore capacity and the properties of liquids. We'll also design fabulous bottles for magical potions. Becoming super scientists, we'll investigate chemical reactions and states of matter. We'll research the use of anaesthetic and learn what life was like without it! We'll write spells with magical, strange or gruesome effects – what ingredients will we use? It will be great fun to make chocolate hearts and bath bombs! We'll also create canvas art on a large scale!

<b>English</b>	Labels and instructions, letter writing, play scripts, poetry, non-chronological reports
<b>Science</b>	States of matter
<b>Art &amp; Design</b>	Design, clay work, crayon art, photography
<b>Computing</b>	Presenting information
<b>D &amp; T</b>	Product development
<b>Mathematics</b>	Measurement
<b>PE</b>	Dance
<b>PSHE</b>	Keeping healthy, well and safe
<b>History</b>	Historic use of potions
<b>Music</b>	Improvising

## Hawk Class



## Alchemy Island



We're going on a magical journey to find the gold hidden somewhere on Alchemy Island. This half term, reading stories set in fantasy worlds will inspire our story openings. We'll manipulate digital photographs, adding fantastical special effects. Our geography skills will improve as we look closely at maps of Alchemy Island, plotting routes and using coordinates. We'll examine samples from the island, explore the properties of materials and experiment with changes of state. If we're going to find gold, we'd better find out all about it! In English we'll write monologues and poems inspired by the island's magical powers and dramatic landscape. The coding programme Scratch will help us to plot and correct errors in our route, and we'll use technology to create beautiful digital images. We'll compose raps and use sound effects and mood music to reflect the atmosphere on Alchemy Island. At the end of the project, we'll perform songs about our amazing adventure. We'll design a map for a new app and a board game based on our adventures.

<b>English</b>	Fantasy stories, non-chronological reports, soliloquies, poetry, lyrics
<b>Science</b>	Properties and changes of materials
<b>Computing</b>	Digital photography, debugging programs, gaming
<b>D &amp; T</b>	Electrical circuits, designing a board game
<b>PSHE</b>	New beginnings
<b>Geography</b>	Map reading, using co-ordinates, human and physical features
<b>Music</b>	Composing, recording and editing software, atmospheric music, graphic scores