



## Transport and Flight

Year 1 | Summer 1

CURRICULUM SPOTLIGHT: DT | COMPUTING

### ENQUIRY

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Can recycling create something new? Can coding create art?

### OUTCOMES

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Soapbox racer championship, Coding Art Exhibition

### VOCABULARY

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DT: Disciplinary: Explore, evaluate, product, design, criteria, materials, tools, equipment, ingredients, template, mock up, improve

Substantive: Mechanism, rotating, axle, wheel, guide/bridge, structure, base, vehicle, wheel, chassis, body, cab, thicker, thinner, corner, point

Computing: coding, root, instructions, route, debugging, navigate, functions, blocks, outcome, program

### ENGLISH KEY TEXTS

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- Found You by Devon Holzwarth
- The Secret Sky Garden by Linda Sarah and Fiona Lumber
- How Airports Work by Tom Cornell & Clive Gifford

### RESOURCES

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Coding kit Coding kit, card boxes, card, dowel, clothes pegs, paper sticks/dowel, paper/plastic straws, card discs, MDF wheels, wooden wheels, single hole punch, cutting mat, masking tape, PVA glue, paint, thin/thick paint brushes, felt tip pens, decorative paper, double sided sticky fixers, junior hacksaw, vice

## CORE CURRICULUM LEARNING OUTCOMES

English	Mathematics	Physical Education	DT
<b>Grammar:</b> - Use verb suffixes where root word is unchanged (-ing, -ed, -er) - Experiment with different ways of joining clauses <b>Text types:</b> - Short narrative - Instructions - Poetry <b>Found You by Devon Holzwarth</b> <b>The Secret Sky Garden by Linda Sarah and Fiona Lumber</b> <b>How Airports Work by Tom Cornell &amp; Clive Gifford</b>	<b>Multiplication and Division</b> grouping and sharing counting in 2s, 5s and 10s  <b>Place value up to 100</b> counting in 10s partitioning numbers 1 more 1 less  <b>Mass and volume</b> measure mass compare volumes	<b>Unit 5 Physical</b> Coordination: Sending and Receiving Agility: Reaction / Response	<b>Designing</b> Design purposeful, functional, appealing products for themselves and other users based on design criteria-refining design as work progresses. Generate, develop, model and communicate their ideas through templates, mock-ups and, where appropriate, information and communication technology <b>Making</b> Select from and use a range of tools and equipment to perform practical tasks (for example joining and finishing.) Select from and use a wide range of materials and components, including construction materials and ingredients and textiles, according to their characteristics. Cut materials safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). <b>Evaluating and improving</b> Evaluate; explore and evaluate a range of existing products Evaluate their ideas and products against design criteria <b>Mechanics</b> Explore and use mechanisms in their products. Create products using wheels & axles.
Phonics	PSHCE	Science	
Extended Code Unit 16 /s/ss/c Unit 18 /l/ Consolidation and assessment	<b>Personal Safety</b>	<b>Everyday Materials</b> - Distinguish between an object and the material from which it is made. - Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock. - Describe the simple physical properties of a variety of everyday materials. - Compare and group together a variety of everyday materials on the basis of their simple physical properties.	
Religious Education		Computing	
<ul style="list-style-type: none"> <li>Considering the distinctiveness of each day of the week</li> <li>Understanding the importance of Shabbat to Jews</li> <li>Comparing Shabbat at home v synagogue</li> <li>Evaluating the importance of Shabbat for Jewish people</li> <li>Share class meal together</li> </ul>		<ul style="list-style-type: none"> <li>Create simple algorithms to solve a problem using Irobot</li> <li>Begin to use logical debugging skills when using the iRobot and explain these verbally</li> <li>Use coding to achieve a specific goal</li> <li>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li> <li>Create and debug simple programs</li> <li>Use logical reasoning to predict the behaviour of simple programs</li> </ul>	

