

| Y1 | Brave New World | | | | | |
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| Imagine if... we could explore the animals of the world | | | | | | |
| | Thinking like a biologist (or general scientist) | Thinking like an engineer | Thinking like a computer programmer | Thinking like an artist | Thinking like a geographer | Thinking like a theologian |
| | <ul style="list-style-type: none"> • Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals. • Sort animals into groups of mammals, birds, reptiles, amphibians and fish • Animals from around the world • Identify and name a variety of common animals that are carnivores, herbivores and omnivores • Describe and compare the structure of a variety of common animals. • Recap/explore floating and sinking | <ul style="list-style-type: none"> • Build something for our new world using lego/blocks and junk modelling | <ul style="list-style-type: none"> • Programme the Beebot to move around the new world they have made • Create and debug simple programmes • Sequencing algorithms, programming beebots | <ul style="list-style-type: none"> • Design a door and draw what might be behind it • Draw and paint your own “new world” • Draw characters from DOOR in the same style using pencil strokes | <ul style="list-style-type: none"> • Walk in the local area to explore your own location in the world • Name and locate the world’s 5 continents and 7 oceans | <ul style="list-style-type: none"> • To retell the Christian Creation story and to explore how this influences how Christians behave towards nature and the environment. • Does God want Christians to look after the world? Does the world belong to God? Should people take care of the world? |
| Imagine if... we could travel the world (vehicles) | | | | | | |
| | Thinking like a biologist (or scientist) | Thinking like an engineer | Thinking like a computer programmer | Thinking like an artist | Thinking like a geographer | Thinking like a historian |
| | | <ul style="list-style-type: none"> • Design and make vehicles to explore new worlds – boats, vehicles with wheels • Design and make a boat for Christopher Columbus. How can you make sure it floats? • Hot air balloons – design and make for the Montgolfier brothers | | | | <ul style="list-style-type: none"> • Learn about Christopher Columbus and the Montgolfier brothers. Where they went and how they travelled. |

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| | | <ul style="list-style-type: none">• Aeroplane – design and make for the Wright brothers• Design and build a vehicle of your choice | | | | |
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