

## **FYFS**

## Geography

| 0 1 0               |   |                      |                      |                    |                     |  |  |
|---------------------|---|----------------------|----------------------|--------------------|---------------------|--|--|
| Knowledge Building  |   |                      |                      |                    |                     |  |  |
| Processes and       | Human Geography Physical Geography Geographical Location and Similarities |                      |                      |                    |                     |  |  |
| Changes             | es Vocabulary   |                      | Vocabulary           | Environments       | Differences         |  |  |
| Identify simple     | Know that human   | Know that physical   | Know and             | Know the names of  | Name some           |  |  |
| changes in their    | geography features  | geographical         | understand simple    | place in their     | similarities and    |  |  |
| environment, giving | are man-made  | features are natural | prepositional and    | immediate locality | differences between |  |  |
| reasons for these,  |   |                      | directional language | and say what those | place that are      |  |  |
| where possible      |   |                      |                      | places are like    | familiar to them    |  |  |

## Come Fly With Me! Asia

## Concepts

- To know that a map is a drawing of all or part of Earth's surface
- To know that China / India / Russia / Egypt can be found on a map of the world
- To know about some key aspects of Chinese culture, including Chinese New Year
- To know about some key aspects of Indian culture, including festivals such as Diwali
- To know that Russia is a large country in Asia
- To explore some basic identifying features of Russia's culture
- To know that Egypt is a country located across Africa and Asia
- To identify some key features Egyptian culture both in modern and ancient times such as hieroglyphs, desert environment and the
  pyramids

### Skilla

- Draw information from a simple map
- Understand that some places are special to members of their community
- Recognise that people have different beliefs and celebrate special times in different ways.
- Recognise some similarities and differences between life in this country and life in other countries
- Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps
- Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class
- Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, non-fiction texts and when appropriate maps

## Key Vocabulary

passport, country, festival, traditions, culture, continent, Diwali, Chinese New Year, chopsticks, lantern, temple, tuk-tuk, climate, culture, desert, continent

## Under the Sea

#### Concepts

To know that some fish live in freshwater and some live in salt water (the sea)

## Skilla

Know that there are different countries in the world and talk about the differences they have experienced or seen in photos

## Key Vocabulary

tropical, freshwater, arctic, river, sea, island, shipwreck, marine

## What on Earth...?

## Concepts

- A. To identify a range of things that are 'big' and make comparisons, identifying things that are larger than other things
- B. To identify a range of things that are 'small', identifying things that are smaller than other things

## Key Vocabulary

living, precious, gigantic, environment, building, city, mountain, skyscraper, tower

## No Place Like Home

- To know the key features of a house and identify some of them in their own home
- . To know that there are many different types of houses and be able to identify some similarities and differences
- To identify buildings that don't traditionally look like homes, but are places where people live or have lived in the past e.g. palace,
- To know that there are places that can be temporary homes, and some can be easily built

#### Skills

Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps

## Key Vocabulary

home, detached, bungalow, village, flat, semi-detached, property, local, area, bedroom, lounge, kitchen, bathroom, garage, garden, window, roof, door, room, furniture, address, street, road, nest, den, lighthouse, den, caravan, farm, palace, castle, brick, cave, map, binoculars

## Help is at Hand

## Concepts

- To know who works at school, what jobs they have and how these people help them
- To identify ways in which the police, ambulance service and fire service help in the community.
- To know how doctors and nurses help in different settings
- To know about a wider range of people who help in our communities such as builders, electricians, waiting staff etc.

## Skilla

Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps

## Key Vocabulary

surgery, litter, office, environment, ladder, vehicle, hospital, fire station, police station

## **EYFS**

## Science

| Knowledge Building  |   |                     |                      |                     |                      |  |  |
|---------------------|---|---------------------|----------------------|---------------------|----------------------|--|--|
| Processes and       | Methods Observing and                               |                     | Scientific           | Uses and            | Cross-Curricular     |  |  |
| Changes             |   | Recording           | Vocabulary           | Implications        | (STEM)               |  |  |
| Know that processes | ow that processes Know the methods Know that saying |                     | Understand some      | Know when in        | Know that science    |  |  |
| and changes occur   | are necessary when what you see is an               |                     | simple generic       | everyday activities | links to other areas |  |  |
|                     | experimenting                                       | important aspect of | vocabulary linked to | science is useful   | of learning          |  |  |
|                     |   | science             | science e.g.         |                     |                      |  |  |
|                     |   |                     | experiment, record   |                     |                      |  |  |

## Happy to Be Me

## Concepts

- . To learn about the five senses and why they are important to us
- To rame and identify body parts on humans and animals
- To know that animals use their senses in different ways to us
- To know that there are similarities and differences between people

#### Skilla

- Explore the natural world around them, making observations and drawing pictures of animals and plants
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their
  experiences and what has been read in class
- Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter
- Explore the natural world around them
- Describe what they see, hear and feel whilst outside
- Understand the effect of changing seasons on the natural world around them

## Key Vocabulary

senses, ears, eyes, hands, fingers, toes, mouth, nose, touch, taste, smell, sight, hear, same, difference, different, observe, patterns, food, survive, nose, paws

## No Place Like Home

## Concepts

- To know that animals in the wild need very different kinds of homes from us and from each other
- To know some of the materials used to make houses and other kinds of homes
- To know the difference between natural and man-made light sources
- To know how to make a shadow and change its size

## Skilla

- Explore the natural world around them, making observations and drawing pictures of animals and plants
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their
  experiences and what has been read in class
- Explore the natural world around them

#### Key Vocabulary

habitat, wild, pet, features, bricks, wood, straw, dog, cat, hamster, fish, animal, look, light, dark, torch, sun, candle, flame, battery, electricity

## Tell Us a Story

### Concepts

- ullet To know how to plant a seed and observe changes as it grows either indoors or outdoors
- To identify differences in size between a range of animals, specifically those that are classified as 'giant' species
- To know how and why animals move
- To identify a range of fruit and vegetables
- To know that we use our ears to listen

- Explore the natural world around them, making observations and drawing pictures of animals and plants
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their
  experiences and what has been read in class
- Explore the natural world around them

Describe what they see, hear and feel whilst outside

## Key Vocabulary

bean, seed, plant, soil, water, sunlight, indoor, outdoor, grow, harvest, digging, gardening, giant, tall, big, fruit, vegetable, ear, ear drum

## Under the Sea

## Concepts

- To identify some basic features of a fish including its life cycle and compare with the life cycle of humans
- . To know what fish, including sharks, need to survive
- To identify how sea creatures move, including crabs
- . To know what teeth are for and why most animals, including humans, need them
- To identify items that float or sink and say why sinking is not a good thing to happen to a boat

#### Skills

- Explore the natural world around them, making observations and drawing pictures of animals and plants
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class
- Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter
- Explore the natural world around them
- Describe what they see, hear and feel whilst outside

#### Keu Vocabularu

fish, head, tail, scales, fin, gills, eyes, aquarium, tank, water, salt water, fresh water, crab, crustacean, sideways, marine, teeth, sharp, shark, whale, dolphin, life cycle, float, sink, boat

## What on Earth...?

#### Concepta

- To know what a habitat is, compare a range of habitats and identify those suited to specific animals
- To identify some plants, explore how they grow and identify a variety of flowers, comparing them by size, shape and colour
- To identify features of two varieties of the same species and compare them
- To know what the four seasons are and be able to identify the key features of spring specifically
- To know what a reflection is and know that mirrors make reflections

#### Skilla

- Explore the natural world around them, making observations and drawing pictures of animals and plants
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their
  experiences and what has been read in class
- Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter
- Explore the natural world around them
- Describe what they see, hear and feel whilst outside
- Understand the effect of changing seasons on the natural world around them

## Key Vocabulary

habitat, native, non-native, species, flower, plant, mirror, reflection, environment, creature, alive, season

## **EYFS**

## History

| Knowledge Building |                   |                    |                     |                     |                     |  |  |  |
|--------------------|-------------------|--------------------|---------------------|---------------------|---------------------|--|--|--|
| Chronology         | Continuity and    | Cause and          | Historical          | Perspectives and    | Similarities and    |  |  |  |
|                    | Change            | Consequence        | Vocabulary          | Interpretation      | Differences         |  |  |  |
| Order and sequence | State examples of | Know what causes   | Understand and use  | Identify how things | Know and identify   |  |  |  |
| familiar events    | change            | everyday things to | language related to | can be done         | similarities and    |  |  |  |
|                    |                   | happen             | the passing of time | differently         | differences between |  |  |  |
|                    |                   |                    |                     |                     | themselves and      |  |  |  |
|                    |                   |                    |                     |                     | others              |  |  |  |

## Come Fly With Me! Asia

## Concepts

D. To know about the Inuit people group and their traditions and customs

#### Skilla

- Talk about the lives of the people around them and their roles in society.
- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class
- Understand the past through settings, characters and events encountered in books read in class and storytelling
- Comment on images of familiar situations in the past
- Compare and contrast characters from stories including figures from the past
- Understand that some places are special to members of their community
- Recognise that people have different beliefs and celebrate special times in different ways

## Happy to Be Me

## Concepts

- . To know how to use language such as 'yesterday', 'today', 'tomorrow' when relating to the passing of time
- To identify ways their family celebrates special events such as weddings, christenings, birthdays etc.
- To identify features about themselves that make them individuals
- To identify how we are similar and different
- To know who is in their family and how families can differ
- To know what a community is and identify the communities and groups they belong to

## Skilla

- Talk about the lives of the people around them and their roles in society
- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class
- Understand the past through settings, characters and events encountered in books read in class and storytelling
- Comment on images of familiar situations in the past
- Compare and contrast characters from stories including figures from the past
- Understand that some places are special to members of their community
- · Recognise that people have different beliefs and celebrate special times in different ways

## Tell us a Story

#### Concepts

- To know some stories from different cultures and compare with stories that they have been told and know well
- To identify the changes that happened to Cinderella and then identify changes in their own lives

#### Skills

- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class
- Understand the past through settings, characters and events encountered in books read in class and storytelling
- Comment on images of familiar situations in the past
- Compare and contrast characters from stories including figures from the past
- Recognise that people have different beliefs and celebrate special times in different ways.

## Let's Play

- To identify similarities and differences between old and new toys through observation
- To know that Teddy Bears were created a long time ago but we still play with them today

- To identify some similarities and differences between old and new Teddy Bears
- To know that toys still had moving parts before batteries were invented
- To know some games that their grandparents played when they were small
- To know that most people have or had a favourite toy and be able to talk about theirs

#### Skilla

- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class
- Understand the past through settings, characters and events encountered in books read in class and storytelling
- Comment on images of familiar situations in the past

#### No Place Like Home

#### Concepts

- To know that there are many different types of houses and be able to identify some similarities and differences
- To identify buildings that don't traditionally look like homes, but are places where people live or have lived in the past e.g. palace,
- To identify some old and new houses in their local area

#### Skilla

- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class
- Understand the past through settings, characters and events encountered in books read in class and storytelling.
- Comment on images of familiar situations in the past
- Understand that some places are special to members of their community

## What On Earth...?

#### Concepts

- To identify old things and recognise what can be done to look after them
- To identify past events and experiences and discuss what happens/happened at them
- To know who the older people are in their lives and identify similarities and differences between their childhood and their own

- Talk about the lives of the people around them and their roles in society.
- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class
- Understand the past through settings, characters and events encountered in books read in class and storytelling
- Comment on images of familiar situations in the past
- Compare and contrast characters from stories including figures from the past

#### **EYFS**

#### Art

| Knowledge Building |                      |                       |                     |                      |                      |  |  |
|--------------------|----------------------|-----------------------|---------------------|----------------------|----------------------|--|--|
| Techniques         | Tools                | People                | Art and Design      | Architecture         | Cultural             |  |  |
|                    |                      | Vocabulary            |                     |                      | Understanding        |  |  |
| Know that painting | Know the names of    | Know that art         | Identify a range of | Name different types | Know that art can be |  |  |
| and drawing are    | basic art tools such | (design and craft) is | colours and simple  | of buildings and     | found in different   |  |  |
| fundamental art    | as paintbrush, easel | created by skilled    | art techniques e.g. | some of their        | forms everywhere     |  |  |
| techniques         | etc.                 | artists               | printing, painting, | features e.g. roof,  |                      |  |  |
|                    |                      |                       | drawing             | steeple, door        |                      |  |  |

## Come Fly With Me! Asia

## Concepts

- To use the symbol of the elephant in Indian culture to recognise that art can be found in many places
- To know that Wassily Kandinsky was a famous artist and be able to recreate work in his style
- To know what a Pharoah's mask is and design one of their own inspired by Egyptian art

#### Skilla

- Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Explore, use and refine a variety of artistic effects to express their ideas and feelings
- Return to and build on their previous learning, refining ideas and developing their ability to represent them
- Create collaboratively, sharing ideas, resources and skills

## Key Vocabulary

Wassily Kandinsky, concentric circles, abstract, colour, artefact, gold, mask, hieroglyphics

## Happy to Be Me

## Concepts

- To know what a self-portrait is and paint their own using a mirror as a guide
- To know that portrait can be made with other materials
- To understand that art can be appreciated with senses other than sight
- To understand that small details can make a big difference to a picture
- To know that portraits can have more than one person and be able to use a range of media to recreate their own from photographs

## Skilla

- Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function
- · Share their creations, explaining the process they have used
- Explore, use and refine a variety of artistic effects to express their ideas and feelings
- · Return to and build on their previous learning, refining ideas and developing their ability to represent them
- Create collaboratively, sharing ideas, resources and skills

## Key Vocabulary

self-portrait, face, features, family portrait, photograph, media

## No Place Like Home

## Concepts

- To know that some art can be useful and be able to say who would use it and how it would be used
- To understand that art can be used to suit different groups of people

### Skilla

- Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Explore, use and refine a variety of artistic effects to express their ideas and feelings
- Return to and build on their previous learning, refining ideas and developing their ability to represent them
- Create collaboratively, sharing ideas, resources and skills

## Key Vocabulary

wallpaper, design, pattern

## Under the Sea

- To know that art can be find everywhere and use paint to recreate it
- To know what shades are and be able to recreate some using colour cards
- To know how to use the technique of marbling.

- To use imagination to create an unusual sea creature
- To be able to describe patterns they can see and use them as inspiration for their own work
- To know that other parts of the body can be used to make art

## Skilla

- Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Explore, use and refine a variety of artistic effects to express their ideas and feelings
- Return to and build on their previous learning, refining ideas and developing their ability to represent them
- · Create collaboratively, sharing ideas, resources and skills

## Key Vocabulary

pattern, stripy, tropical, shades, collage, imagination, creative, paint

## Help is at Hand

## Concepts

To use printing to explore patterns in fingerprints and be able to say what they see

#### Skilla

- Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function
- Create collaboratively, sharing ideas, resources and skills

## Tell Us a Story

## Concepts

To use a range of materials in decoration

## Skilla

- . Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function
- · Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

## What On Earth...?

#### Concepts

• To use a range of materials in decoration

- Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

#### **FYFS**

## Design Technology

| Knowledge Building  |                     |                     |                     |                      |                     |  |  |
|---------------------|---------------------|---------------------|---------------------|----------------------|---------------------|--|--|
| Food Technology     | Users and Purposes  | Product research    | Product Features    | Invention aand       |                     |  |  |
|                     |                     |                     | Vocabulary          |                      | Development         |  |  |
| Know that food      | Know what they are  | Know that they like | Know the names of   | Know the key         | Know what inventors |  |  |
| comes from plants   | designing and       | and dislike about a | simple construction | features that define | do and why they are |  |  |
| or animals and that | making and say      | product             | tools and equipment | a product            | important           |  |  |
| good has to be      | what its purpose is |                     |                     |                      |                     |  |  |
| grown or caught     |                     |                     |                     |                      |                     |  |  |

## Come Fly With Me! Asia

## Concepts

- To know that Chinese dragons are an important feature of Chinese culture and make their own model using bright colours
- To identify some features of Chinese dress and design their own Chinese style outfit
- To know what a diva lamp is for

## Skilla

- Explore different materials freely, in order to develop their ideas about how to use them and what to make
- Develop their own ideas and then decide which materials to use to express them
- Join different materials and explore different textures
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

## Key Vocabulary

dragon, Chinese, colour, bright, traditional, compare, feature, diva lamp, salt dough, Diwali

#### No Place Like Home

#### Concepts

- To know that photographs can be used to design and make 3D models of houses
- To know that the needs of the user are important to designing and making
- To know how to use simple cutting tools when making
- To identify features of a den made from natural materials

## Skilla

- Explore different materials freely, in order to develop their ideas about how to use them and what to make
- Develop their own ideas and then decide which materials to use to express them
- Join different materials and explore different textures
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

### Key Vocabulary

house, feature, photograph, 3D model, kennel, bed, cage, tank, user, needs, tools, cut, explain, den

#### Help is at Hand

## Concepts

- To design a new lanyard with clear information and space for a photograph
- To be able to talk about preferences and design a pizza for themselves
- To identify what someone else prefers and design specifically for them

### Skilla

- Explore different materials freely, in order to develop their ideas about how to use them and what to make
- Develop their own ideas and then decide which materials to use to express them
- Join different materials and explore different textures
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

## Key Vocabulary

badge, lanyard, design, photograph, I.D., words, preference, cook, share, favourite, junk modelling, gift

## Tell Us a Story

- To identify which materials would be the most suitable to make a large model
- To know how to take key aspects of a story and replicate as a model
- To identify reflective and shiny materials to be used in making a mirror
- To take an active role in designing and making a large item for use in class

#### Skilla

- Explore different materials freely, in order to develop their ideas about how to use them and what to make
- Develop their own ideas and then decide which materials to use to express them
- Join different materials and explore different textures
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

### Key Vocabulary

design, make, reflective, shiny, mirror, giant, map, journey, compare, listening booth

### Let's Play

### Concepts

- To know which materials to select to make a useable puppet theatre
- To identify textures of materials to compare and contrast
- To describe how a moving toy was made
- To be able to talk about what they see then use this to inspire a make of their own
- To identify facial features on themselves and toys
- To identify key features of basic board games and design

## Skilla

- Explore different materials freely, in order to develop their ideas about how to use them and what to make
- Develop their own ideas and then decide which materials to use to express them
- Join different materials and explore different textures
- · Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

#### Key Vocabulary

puppet theatre, curtains, stage, compare, like, dislike, moving toy, features, board game, dice, counter, design, make

## What On Earth...?

## Concepts

- To design and make a clay pot with the purpose of growing seeds
- To identify the features of a range of fabrics and talk about which they consider to be pretty
- To use their imagination when designing and making a model of a giant
- To know that some materials can be repurposed and reused to make something else
- ullet To understand some of the processes involved in designing and making a particular item

## Skilla

- Explore different materials freely, in order to develop their ideas about how to use them and what to make
- Develop their own ideas and then decide which materials to use to express them
- Join different materials and explore different textures
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

## Key Vocabulary

design, make, pattern, texture, gift wrap, model, fabric, plant pot, clay, mould

## Happy to Be Me

#### Concepta

To design a badge or medallion to show belonging.

- Explore different materials freely, in order to develop their ideas about how to use them and what to make
- Develop their own ideas and then decide which materials to use to express them
- Join different materials and explore different textures
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used
- Create collaboratively, sharing ideas, resources and skills

#### **EYFS**

#### Music

|                   | Knowledge Building |                  |                  |                   |                              |  |  |  |
|-------------------|--------------------|------------------|------------------|-------------------|------------------------------|--|--|--|
| Instrumentation   | Notation           | Cultural         | Musical          | Musical           | Singing                      |  |  |  |
|                   |                    | Understanding    | Vocabulary       | Elements          |                              |  |  |  |
| Know the names    | Know that          | Know some        | Know and         | Know and          | Know a range of simple songs |  |  |  |
| of some basic     | symbols represent  | simple songs and | understand       | understand the    |                              |  |  |  |
| tuned instruments | sounds in music    | singing games    | simple words     | elements of tempo |                              |  |  |  |
| and untured       |                    | from local,      | related to tempo | and dynamics      |                              |  |  |  |
| percussions       |                    | national and     | e.g. fast and    |                   |                              |  |  |  |
|                   |                    | pupils'own       | dynamics e.g.    |                   |                              |  |  |  |
|                   |                    | heritages        | loud             |                   |                              |  |  |  |

## Happy to Be Me

## Concepts

- To learn songs and singing games that involve people's names
- To know a range of songs that incorporate body parts and moving

#### Skilla

- Respond to what they have heard, expressing their thoughts and feelings
- Remember and sing entire songs
- Sing the pitch of a tone sung by another person ('pitch match')
- Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs
- Sing a range of well-known nursery rhymes and songs.
- · Perform songs, rhymes, poems and stories with others, and when appropriate try to move in time with the music
- Lister attentively, move to and talk about music, expressing their feelings and responses
- · Sing in a group or on their own, increasingly matching the pitch and following the melody

#### Key Vocabulary

rame, song, rhyme, rhythm, singing rhymes, clap, repetition

## No Place Like Home

## Concepts

- To know a range of sounds linked to everyday objects
- To understand that some everyday objects can be used as percussion instruments

## Skilla

- Listen with increased attention to sounds
- · Respond to what they have heard, expressing their thoughts and feelings
- Lister attentively, move to and talk about music, expressing their feelings and responses

#### Key Vocabulary

hit, pluck, scrape, blow, shake, percussions, instrument, listen

## Come Fly With Me! Asia

## Concepts

To know a range of songs from different cultures and traditions
 To understand how to compose some simple music within a specific soundscape or genre

#### Skilla

- Create their own songs, or improvise a song around one they know
- Perform songs, rhymes, poems and stories with others, and when appropriate try to move in time with the music
- Lister attentively, move to and talk about music, expressing their feelings and responses
- Sing in a group or on their own, increasingly matching the pitch and following the melody

## Key Vocabulary

Chinese music, triangles, gong, drums, Chinese dragon and lions

## Let's Play

## Concepts

To understand how sounds can be linked to toys and their movements

To identify ways to replicate sounds with voice and instruments

- Lister with increased attention to sounds
- Lister attentively, move to and talk about music, expressing their feelings and responses

## Key Vocabulary

replicate, volume, loud, quiet, soft, instrumental, vocal, toy

## Tell Us a Story

## Concepts

- To know how to add vocal sounds to a well-known story
- . To know how to link symbols to sound queues
- To understand how loud and quiet sounds can add character and mood to a story

## Skilla

- · Sing in a group or on their own, increasingly matching the pitch and following the melody
- Perform songs, rhymes, poems and stories with others, and when appropriate try to move in time with the music

#### Key Vocabulary

character, story, soundscape, loud, quiet, volume, composition, symbols

## Under the Sea

## Concepts

- To identify sounds that link to the ocean and sounds
- To know how to make sounds that link to the movement of fish
- To know how to adapt sounds depending on the speed of the movement

## Skills

- · Sing a range of well-known nursery rhymes and songs
- Lister attentively, move to and talk about music, expressing their feelings and responses
- · Sing in a group or on their own, increasingly matching the pitch and following the melody

## Key Vocabulary

ocean, sea soundscape, fast, slow, tempo

## What On Earth...?

Concepts

To know how to link sounds with the item that's makes them

To know how to link symbols with sounds and compose their own

## Skilla

- Sing a range of well-known nursery rhymes and songs.
- Perform songs, rhymes, poems and stories with others, and when appropriate try to move in time with the musi
- Lister attentively, move to and talk about music, expressing their feelings and responses
- Sing in a group or on their own, increasingly matching the pitch and following the melody

## Key Vocabulary

symbols, sounds, instrumental, vocal, percussion, composition

## Help is at Hand

#### Concepts

- To know a song related to the jobs that people do
- To know and compose a range of sound effects to match jobs and actions

### Skilla

- Sing a range of well-known nursery rhymes and songs
- Perform songs, rhymes, poems and stories with others, and when appropriate try to move in time with the music
- Lister attentively, move to and talk about music, expressing their feelings and responses

## Key Vocabulary

sound effect, song

#### **EYFS**

## Computing

| Knowledge Building. |                  |                   |                  |                 |                                 |  |  |
|---------------------|------------------|-------------------|------------------|-----------------|---------------------------------|--|--|
| Digital             | Computer         | Data              | Information      | Technical       | Multimedia                      |  |  |
| Citizenship         | Science          |                   | Technology       | Vocabulary      |                                 |  |  |
| Understand that     | Know how to      | Know how to       | Know some of the | Know and        | Know which technology to select |  |  |
| we can              | follow and input | collect, sort and | ways technology  | understand the  | and use for particular purposes |  |  |
| communicate         | simple           | present simple    | can used beyond  | terms           |                                 |  |  |
| online and know     | instructions to  | data e.g. images  | school           | 'information',  |                                 |  |  |
| that the internet   | control and      |                   |                  | 'Internet' and  |                                 |  |  |
| contains            | operate devices  |                   |                  | 'communication' |                                 |  |  |
| information         |                  |                   |                  |                 |                                 |  |  |

## Lesson I - "Happy Birthday Great - Grandpa Joe!"

In this story, pupils are introduced to Great-Grandpa Joe and begin to help him on his learning journey with the new tablet he receives for his birthday, and, through discussion, start to develop an early knowledge of Privacy and Security. Through the associated Skills Development Task, children will learn to log on to the school's network or preferred learning space; open, save and close files; and safely log out and shut down devices.

## Key Vocabulary

information, personal, device, technology, trust, username, password, login, file, open, save, close, shut down

## Lesson 2 - "Family Connection"

Through this story, pupils will begin to develop their knowledge of Online Relationships by following Great-Grandpa Joe as he learns how to use FaceTime to communicate using the internet. Pupils will identify technology in their setting that can help others communicate and will role-play different ways of communicating through technology.

## Key Vocabulary

communicate, relationships, online, internet, FaceTime, video call

#### Lesson 3 - "What a Nuisance!"

Through this story, pupils will begin to understand Online Reputation, as Great-Grandpa Joe contends with nuisance calls and emails. Pupils will begin to understand how they can share information online and the implications of this. They explore their own digital footprint by thinking about what they access online.

## Key Vocabulary

sharing, information, private, cold call, email, pop-up, spam, digital footprint

## Lesson 4 - "Yesterday's News"

In this story, we are introduced to Great-Grandpa Joe's young relative who has been having a difficult time at school, and we learn that Joe is the subject of unkind comments online on social media. Through discussion of different scenarios and talking about how to deal with them, children will begin to develop a knowledge of Self-Image and Identity, and Online Bullying. Through the associated Skills Development Task, children will begin to learn basic keyboard skills.

## Key Vocabulary

sharing, information, private, cold call, email, pop-up, spam, digital footprint

## Lesson 5 – "Great-Grandpa Joe's Robin Surprise!"

In this story, pupils are introduced to the concept of Copyright and Ownership as Great-Grandpa Joe falls foul of someone else sharing his work as their own. They will begin to understand how we can identify work as our own, and what we can do to prevent others saying it is theirs. Through the associated Skills Development Task, children will learn to use basic paint software and the associated tools to create a picture of the robin photograph mentioned in the story.

### Key Vocabulary

copyright, ownership, belong, proud, copy, create, paint, brush, colour, fill, eraser, undo

## Lesson 6 - "Music to Great-Grandpa Joe's Ears"

In this story, Great-Grandpa Joe learns about different ways to get information online, including the use of virtual assistants like Siri or Alexa. Through discussion, children will begin to develop their knowledge of Managing Online Information and explore different uses of technology to find information online. Through the associated Skills Development Task, children will develop their mouse skills via click-and-drag and drag-and-drop online resources.

## Key Vocabulary

find, access, stereo, radio, question, virtual assistant, Siri, Alexa, Google, app

## Lesson 7 - "Time Flies for Great-Grandpa Joe"

Through this story, pupils will begin to understand the Health, Well-being and Lifestyle implications of using technology, as Great-Grandpa Joe struggles to manage his time due to his new tablet. Children will discuss rules for healthy and safe use of technology and begin to understand how we can use technology positively so that it does not affect our health and well-being.

## Key Vocabulary

health, mental health, well-being, safe, safety, blue-light, rules, breaking rules, reward, consequence, time-limit, screen-time