#### Y1 Antarctic Adventure Learning Sequence

**Synopsis:** Children will explore stories about hot and cold places. They will develop their language and vocabulary (including noun phrases) and apply these to the simple retelling of a story.

In **Science**, children consider different seasons and how weather changes.

In **Geography**, children investigate hot and cold areas of the world using simple atlases.

In Art, children create a collage to represent the Antarctic using a range of materials.

In **D&T**, children investigate structures and build an igloo.

In **Computing**, children command and sequence instructions using Bee Bots.

**Curriculum areas:** English, Science, Geography, Art, D&T and Computing **Length of theme:** 6 weeks

English		
Retell the story about an adventure to somewhere hot or cold, eg Lost and Found.		
English Objectives	English Learning Sequence	
<ul> <li>Comprehension</li> <li>Discuss meanings of new words/vocabulary provided</li> <li>Discuss significance of titles/events</li> <li>Predict what might happen the basis of what has been read so far</li> </ul>	<ul> <li>Discuss front cover and title – what do children think it is about? What might happen in the story?</li> <li>Use book language eg author, illustrator, title</li> <li>Listen to the story and respond to questions eg <i>What do you think is going to happen next</i>? as it is being read</li> <li>Identify the key events in the story – what happens at the beginning, in the middle, at the end?</li> <li>Act out the story using role play and hot-seating</li> <li>Classify and identify common nouns eg penguin, boy, door, boat</li> <li>Identify adjectives to describe nouns eg black penguin, red door</li> <li>Combine adjectives and nouns to create noun phrases</li> <li>Create and write simple sentences together and punctuate them with a capital letter and full stop, teacher modelling aspects of the process including handwriting and spelling</li> </ul>	
<ul> <li>Grammar &amp; Punctuation</li> <li>Leave spaces between words</li> <li>Use capital letters and full stops for sentences</li> <li>Use and to join words and phrases</li> <li>Use expanded noun phrases (Y2)</li> <li>Use capital letter for proper nouns such as names of people, places, days of week and pronoun l</li> </ul>		

Plan, Draft, Edit & Evaluate	Orally rehearse their narrative to retell the story
<ul> <li>Say aloud what they are going to write</li> <li>Compose sentences orally before writing</li> <li>Re-read what they have written to check it makes sense</li> <li>Discuss what they have written with teacher/pupils</li> </ul>	<ul> <li>Write a simple narrative by sequencing sentences checking that each one makes sense</li> </ul>
In addition to the above, teachers should apply general spelling rules and guidance, as listed in <u>English Appendix 1</u> and ensure concepts and skills outlined in <u>English Appendix 2</u> are also addressed.	

#### Science

Consider different seasons and how weather changes.

Science Objectives	Science Learning Sequence
<ul> <li>Working Scientifically</li> <li>Start to ask and suggest answers to simple scientific questions</li> <li>Use first-hand practical experiences to find answers</li> <li>Start to observe closely</li> <li>Begin to gather and record data simply using pictures and words</li> <li>Start to discuss what they have found out</li> </ul> Scientific Knowledge <ul> <li>Observe changes across the four seasons</li> <li>Observe and describe weather associated with the seasons and how day length varies</li> </ul>	<ul> <li>Focus on key vocabulary for this area of learning by learning months of year song etc.</li> <li>Sort and match weather images into hot/cold and match images of seasons to the season itself by observing differences</li> <li>Explore current season (eg temperature, landscape) and use observational skills &amp; first-hand experiences to generate scientific questions</li> <li>Use videos to further observe changes across the seasons</li> <li>Record this data using simple chart</li> <li>Create a class chart to record information from observations of changes across four seasons (eg four different trees, use leaves to demonstrate changes)</li> </ul>
Geography	
Investigate hot and cold areas o	f the world using simple atlases.
Geography Objectives	Geography Learning Sequence
<ul> <li>Know names of world's 7 continents and 5 oceans</li> <li>Start to use world maps, atlases and globes</li> <li>Talk about similarities and difference between area of the UK and a non-European area</li> <li>Find hot and cold areas in the world using atlases</li> <li>Talk about daily weather and seasonal weather patterns in the UK</li> </ul>	<ul> <li>Share globes &amp; atlases with children and discuss what these are &amp; what they show (eg what does the blue section represent and the green?)</li> <li>Share the names of the continents with the children and locate them on an atlas together</li> <li>Share videos/websites to observe differences in life in different continents</li> <li>Use a world map and add symbols of sunshine for hot locations and snowflake for cold locations</li> <li>What would somebody have to pack if going to a cold place and same if going to a hot destination?</li> </ul>

	<ul> <li>Emphasise this understanding of hot/cold areas in the world during English sessions by constructing simple sentences (eg It is hot in Africa.)</li> <li>Compare differences between local area &amp; Antarctica</li> </ul>	
Art		
Create a collage to represent the A	Intarctic using a range of materials.	
<ul> <li>Art Objectives</li> <li>Begin to develop artistic vocabulary</li> <li>Discuss their own and others' work</li> </ul>	<ul> <li>Art Learning Sequence</li> <li>Explore and discuss illustrations from an icy, snowy stimulus</li> <li>Emulate these using pencils</li> </ul>	
<ul> <li>In pencil, draw lines of different lengths and thickness</li> <li>In collage, sort and use a range of materials that are cut, torn and glued</li> <li>Begin to use art and design techniques in using colour, patterns, texture, line, shape, form and space with a range of materials</li> </ul>	<ul> <li>Sort a range of materials and discuss their properties (crinkly, silver etc.)</li> <li>Match the materials to various parts of picture (cotton wool for snow)</li> <li>Practise cutting, tearing and sticking</li> <li>Create a simple template for collage (where sky/iceberg etc. is)</li> <li>Choose materials that are most appropriate for each part of final collage/picture</li> <li>Discuss the final product (eg what did they like/find tricky?)</li> </ul>	
D&T		
Investigate structures to build an igloo.		
D&T Objectives	D&T Learning Sequence	
<ul> <li>Start to build structures, exploring ways to stiffen, stabilise and strengthen</li> <li>Use a range of tools and equipment to perform practical tasks</li> <li>Use a range of materials and components</li> <li>Explore real and existing products</li> </ul>	<ul> <li>Explore and evaluate a range of structures, eg houses, shelters</li> <li>Discuss materials used and their properties (eg plastic won't absorb water, Lego is strong, card can be folded)</li> <li>Watch a video to show how igloos are made</li> <li>Test a range of materials for their strength and durability</li> <li>Draw a simple design for their own igloo</li> </ul>	

Discuss own ideas and designs against design criteria	<ul> <li>Discuss design with others</li> <li>Select from a range of tools/materials</li> <li>Create, test and discuss final product</li> </ul>	
Computing		
Command and sequence instructions using Bee-Bots.		
<ul> <li>Computing Objectives</li> <li>Begin to develop an understanding of algorithms</li> <li>Begin to understand that programs work by following instructions</li> <li>Create simple programs and begin to debug them</li> <li>Develop reasoning to predict the behaviour of simple programs</li> </ul>	<ul> <li>Computing Learning Sequence</li> <li>Explain and discuss what an algorithm is (a set of instructions used to solve a problem or achieve an aim)</li> <li>Explain that an algorithm written for a computer is called a program</li> <li>Explore a range of control toys and devices (eg sound recording devices, music players, digital recording devices)</li> <li>Record outcomes when individual buttons are pressed on a programmable device</li> <li>Using Bee-Bots (or an on-screen character), command and instruct the Bee-Bot to emphasise and secure understanding of algorithms</li> <li>Model errors in simple algorithm by not following proper sequence/order</li> </ul>	