



Learning objectives and skills

Advent Vehicles		Lent Designing and Making Pizzas		Pentecost Puppets	
<p>1. To investigate a variety of vehicles and their uses and</p> <ul style="list-style-type: none"> To explore and evaluate a range of existing products <p>2. To investigate wheels, axles chassis.</p> <ul style="list-style-type: none"> Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. Generate ideas by drawing on their own and other people's experiences <p>3. To be able to investigate ways of creating and decorating the body of a vehicle.</p> <ul style="list-style-type: none"> Develop their design ideas through discussion, observation, drawing and modelling identify a purpose for what they intend to design and make Use hand tools safely and appropriately 	<p>4. To be able to design a vehicle.</p> <ul style="list-style-type: none"> identify simple design criteria Make simple drawings and label parts <p>5. To be able to make a vehicle based on a design.</p> <ul style="list-style-type: none"> select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristic Begin to select tools and materials; use vocab' to name and describe them Measure, cut and score with some accuracy Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product Choose and use appropriate finishing techniques <p>6. To be able to evaluate a finished product</p> <ul style="list-style-type: none"> Evaluate against their design criteria Evaluate their products as they are developed, identifying strengths and possible changes they might make Talk about their ideas, saying what they like and dislike about them 	<p>1. To find out what the favourite pizzas in the class are</p> <p>2. To examine, describe and categorise a variety of bread-based products.</p> <p>3. To examine, describe and categorise a variety of pizza toppings.</p> <ul style="list-style-type: none"> Follow safe procedures for food safety and hygiene Generate ideas by drawing on their own and other people's experiences Develop their design ideas through discussion, observation, drawing and modelling Identify a purpose for what they intend to design and make Identify simple design criteria Make simple drawings and label parts 	<p>4. To design a balanced healthy Pizza.</p> <p>5. To be able to make and evaluate a food product based on a design.</p> <ul style="list-style-type: none"> Evaluate against their design criteria Evaluate their products as they are developed, identifying strengths and possible changes they might make Talk about their ideas, saying what they like and dislike about them 	<p>1. To investigate a range of puppets and their features. _____</p> <ul style="list-style-type: none"> Generate ideas by drawing on their own and other people's experiences Develop their design ideas through discussion, observation, drawing and modelling Identify a purpose for what they intend to design and make <p>2. To be able to work with fabric to create a finger puppet.</p> <p>3. To develop and practise sewing skills.</p>	<p>4. To be able to design a glove puppet</p> <p>5. To be able to follow a design to make a puppet</p> <ul style="list-style-type: none"> Begin to select tools and materials; use vocab' to name and describe them Measure, cut and score with some accuracy Use hand tools safely and appropriately Assemble, join and combine materials in order to make a product Cut, shape and join fabric to make a simple garment. Use basic sewing techniques Choose and use appropriate finishing techniques Cut, shape and join fabric to make a simple garment. Use basic sewing techniques <p>6. To be able to evaluate a puppet</p> <ul style="list-style-type: none"> Evaluate against their design criteria Evaluate their products as they are developed, identifying strengths and possible changes they might make Talk about their ideas, saying what they like and dislike about them


#BTK and Links with other subjects

History - History of vehicles Science-Material choices	Literacy- Speaking and Listening to evaluate own and others' work	BTK – Make pizzas for an event that OLS are hosting for members of the community. RE- Discussion re sharing of Bread at the Last Supper	Literacy- Speaking and Listening to evaluate own and others' work Science- healthy living	Literacy- Use the puppets to act out a story. Tie in with play scripts Science- Material choices <i>select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</i>	Literacy- Speaking and Listening to evaluate own and others' work
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Key Vocabulary

Wheels Axles Chassis Vehicles Materials-wood/plastic/paper/card plan Design Evaluate		Bread/topping vocabulary depending on sample food's chosen Hygiene Food safety Toppings Base Healthy diet	Plan Design Evaluate	<u>Types of puppet and puppetry.</u> Black light puppet. Bunraku puppet, Cantastoria, Carnival or Body Puppet, Finger puppet, Hand puppet or glove puppet, Human- arm puppet, Light curtain puppet.	Tape measure Centimetres Needle Thread Felt Different types of fabric depending on materials chosen Plan, design, evaluate
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		Food groups- carbohydrates, protein, fats, vegetables, dairy			
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Developing, planning and communicating ideas.	<ul style="list-style-type: none"> • Generate ideas by drawing on their own and other people's experiences • Develop their design ideas through discussion, observation , drawing and modelling • Identify a purpose for what they intend to design and make • Identify simple design criteria • Make simple drawings and label parts
Working with tools, equipment, materials and components to make quality products (incl. food)	<ul style="list-style-type: none"> • Begin to select tools and materials; use vocab' to name and describe them • Measure, cut and score with some accuracy • Use hand tools safely and appropriately • Assemble, join and combine materials in order to make a product • Cut, shape and join fabric to make a simple garment. Use basic sewing techniques • Follow safe procedures for food safety and hygiene • Choose and use appropriate finishing techniques
Evaluating processes and products	<ul style="list-style-type: none"> • Evaluate against their design criteria • Evaluate their products as they are developed, identifying strengths and possible changes they might make • Talk about their ideas, saying what they like and dislike about them