Big Question What was it like to work in the Cornish fishing industry in the 1800's?
Year Autu 2023

Science

Intent: To be able to classify and group living things and identifying threats and dangers to living things and their habitats.

SEQUENCE OF LESSONS
1. To recap the life processes and the features of a mammal, bird, reptiles, amphibians, fish and to group them accurately.
2. To explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment.
3. To recognise that environments can change and that this can sometimes pose dangers to living things
4. To identify some of the natural phenomena that contribute to changing land and seascapes.
5. To describe why sudden changes to the environment can adversely affect living things.
6. To research a living thing that is threatened with extinction due to changes in the sea

Key Vocabulary: classification, mammal, bird, reptiles, amphibians, fish, vertebrates, invertebrates, extinction

Impact: Children are able to classify a range of animals and think about why animal groups can become extinct.

History

Intent: To develop an understanding of the local fishing industry and what everyday life for people in the trade was like in the 1800's.

Sequence of lessons History:
KEY QUESTION: What was it like to work in the Cornish fishing industry in the 1800's?
1. How can we discover what fishing was like in 1800s?
2. How have the equipment and techniques of fishing changed in Cornwall over time?
3. How has Pilchard fishing changed in Cornwall in the last 200 years?
4. Trip to a local fish market
5. What is the modern-day fishing industry like in comparison to the 1800's?

Key Vocabulary: physical, human geography, continents, oceans, tropics, poles, hemispheres, equator, trade, fishing.

Impact: Children can explain details about the oceans and why people want to settle or work close to them.

Art & Design

Intent: To explore tone and proportion and studying this through print and contrasting patterns.

SEQUENCE OF LESSONS:
1. To draw using tone to create a 3D effect.
2. To explore proportion and tone when drawing.
3. To plan a composition for a mixed-media drawing.
4. To use shading techniques to create pattern and contrast.
5. To work collaboratively to develop drawings into prints.

Key Vocabulary:
Abstract, collage, composition cross-hatching, figurative, gradient, hatching, highlight, mixed media, monoprint, observational drawing, parallel, pattern, precision, printmaking, proportion, shading, tone, viewfinder, wax-resist.

Impact: The children will have created an 'under the sea' themed wax-restist print.

RE

Intent: To understand the teachings of Buddha and how he reached enlightenment.

SEQUENCE OF LESSONS:
1. To understand what makes people happy and consider why some people may struggle to be happy at times.
2. To understand ways that we act can impact on ours and others happiness.
3. To understand key events in Buddha's life that led him to his key teachings.
4. To understand key events in Buddha's life that led him to his key teachings.
5. To understand the importance of Buddha's enlightenment.
6. To recall key events from Buddha's life and the impact they had on his teachings and on Buddhists.

Key Vocabulary:
Buddha, Bohdi Tree, 8-fold path, enlightenment.

Impact: Children can understand how Buddhists follow Buddha's teachings and how Buddha reached enlightenment.

Big Question: What was it like to work in the Cornish fishing industry in the 1800's?
Year   Summer 2023

PSHE
Intent: To become a class team.

SEQUENCE OF LESSONS:
1. Becoming a Class 'Team.'
2. Being a School Citizen.
3. Rights, Responsibilities and Democracy.
4. Rewards and Consequences.
5. Our Learning Charter.
6. Owning our Learning Charter

Key Vocabulary: Included, excluded, school community, responsibility, rights, democracy, rewards, consequences, democracy, UNCRC, rights

Impact: Children see how everyone's responsibilities matter and how everyone has rights.

Computing
Intent: To be able to design, code, test and debug their own computer game.

SEQUENCE OF LESSONS:
1. To Design, Code, Test and Debug.
2. To understand how an IF statement works.
3. To understand how to use coordinates in computer programming.
4. To understand the Repeat until command.
5. To understand what a variable is in programming.
6. To create a playable game.

Key Vocabulary: design, code, debug, coordinates, command, program.

Impact: To design their own computer game and review their work.

PE
Intent: To be able to perform balances and routines with and without apparatus.

SEQUENCE OF LESSONS:
1. To be able to perform and evaluate a routine with matching balances.
2. To be able to perform and evaluate a routine with matching balances n apparatus.
3. To be able to perform and evaluate a routine with contrasting balances.
4. To be able to perform and evaluate a routine with contrasting balances on and over apparatus.
5. To be able to perform and evaluate a routine with linked balances.
6. To be able to perform and evaluate a routine with linking and balancing over apparatus.

Key Vocabulary: perform, evaluate, balance, contrasting, apparatus, links.

Impact: Children can confidently perform routines both on and off apparatus.

Music
Intent: To listen and appraise 6 different songs, preparing to perform their own version.

SEQUENCE OF LESSONS
1. To sing a song.
2. Sing the song and play instrumental parts within the song.
3. Sing the song and improvise using voices and/or instruments within the song.
4. Sing the song and perform composition(s) within the song.
5. Choose what you perform today. Start to prepare for the end-of-unit performance.
6. Prepare for the end-of-unit performance.

Key Vocabulary: pulse, rhythm, pitch, tempo, dynamics, timbre, texture, structure, notation.

Impact: Children can confidently learn and perform a song.