

**Kelling Class 1 Summer Term Weather**

Science	Art & Design	Computing	D&T	Geography	History	Other links/ideas	Music	PE
<p>Observe changes across the four seasons.</p> <p>Observe and describe weather associated with The seasons and how day length varies.</p> <p>Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.</p> <p>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</p> <p>Waterproofing</p> <p>How do animals keep...? Dry Warm Cool</p> <p>Animal that lives in the cold. Animal that lives in the desert.</p> <p>Animal that lives in a place prone to flooding.</p> <p>Animal that lives in Africa where the weather can change – drought (idea of migration).</p>	<p>Use a range of materials to represent and express – representing weather.</p> <p>Develop techniques in pattern, shape and style – studying techniques for painting and sculpting weather.</p> <p>How have artists depicted weather – storms, rainbows...?</p>	<p>Technology out of school – forecasting the weather – instruments for this.</p> <p>Writing algorithms. Develop, create, predict, debug and amend simple programmes – use programmes – when will it rain?</p>	<p>All parts of D&amp; T in making weather instruments and users of weather e.g. windmills – design, make, evaluate, amend.</p> <p>Make mud bricks. Wattle a daub.</p> <p>Shelters.</p>	<p>Identify seasonal and daily weather patterns in the United Kingdom.</p> <p>Identify the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.</p> <p>Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.</p> <p>Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features.</p> <p>Devise a simple map; and use and construct basic symbols in a key.</p> <p>– Many landscape features are forged by weather and climate change.</p> <p>CBeebies Go Jetters</p>	<p>Significant historical events, people and places in their own locality. –</p> <p>Stories of storms and freak weather – local uses of weather e.g.</p> <p>Windmills</p> <p>Farming</p>	<p>Visit a TV station to see how they present the weather.</p> <p>Role play reading the weather forecast.</p> <p>Outdoor learning – seeing the physical signs of weather.</p> <p>Wind farm – Sheringham Shoal.</p>	<p>Use their voices expressively and creatively by singing Songs and speaking chants and rhymes.</p> <p>Play tuned and untuned instruments musically</p> <p>Listen with concentration and understanding to a range of high-quality live and recorded music.</p> <p>Experiment with, create, select and combine sounds.</p> <p>Using the inter-related dimensions of music.</p> <p>Weather related music e.g. raindrop prelude by Chopin, making sounds of weather.</p>	<p>Moving, running, jumping, balancing –</p> <p>Basic skills to represent weather.</p> <p>Perform dance based on weather elements.</p>