

## Get Out Of My Swamp! Year 1 and 2

### Essential Knowledge

By the end of this unit children will...

- Use geographical language such as near, far, next to, beside, to describe the positions of objects and places in relation to others.
- Know how to create a visual map of a journey.
- Compare contrasting settings using appropriate vocabulary.
- Know and be able to retell a variety of traditional tales.
- Compare and sort a variety of materials and discuss their properties.



#### Launch

##### Visits and experiences:

Come to school dressed as Fairy Tale characters – swamp day!

#### Explore

##### Bakery experience:

Making and decorating Gingerbread men.  
Visit to a bakery or invite local bakers / Greggs to come to school.

#### Energise

Trip to local Nature Reserve – swamp/ habitat activities

#### Celebrate

Invite parents and carers into school for a celebration banquet at Far Far Away.

# Get Out Of My Swamp! Theme Content

## Core Subjects:

Links to theme

### English

- Read and retell traditional fairy tales.
- Letters, lists, description
- Modern, popular authors.
- Writing their own stories

### Mathematics

- Place value.
- Comparing numbers using  $<$   $>$  and  $=$ .
- Addition and subtraction.

### Science

- Sensing the seasons – recognising the changes
- Growing plants. Naming parts of a plant

## Personal Development

### Spiritual

To explore faith communities and how we show belonging through baptism and dedication.

### Moral

Right and wrong – discussion of morals in traditional tales

### Social

Children will vote for the name of our new class toy.

### Cultural

To discuss why and how we celebrate harvest .

## History, Geography and Citizenship

### History:

- Castles /palaces – looking at the buildings within fairy tales

## Art and Design and Design Technology

- Creating a paper plate dragon
- Making a dream catcher
- Making Gingerbread men and decorating them
- Designing and making a snow white mirror

## Music, Languages and Physical Education

### Music:

- Create a musical piece of music to represent the Gingerbread Men's journey

## Computing

- Presenting work using the word programme
- Using the internet to research modern authors and different versions of the traditional tales

# Get out of my Swamp! Link to National Curriculum Framework

## Core Subjects:

### English

- Become very familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics.
- Learn rhymes and poems and recite some by heart.
- Predict what might happen and make simple inferences on the basis of what is being said and done.

### Mathematics

- Measure and begin to record lengths and heights, capacity and volume.
- Recognise and know the value of different denominations of coins and notes.

### Science

- Identify and name the basic structure of a variety of plants.
- Identify and name a variety of common plants, including deciduous and coniferous.
- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.
- Describe the simple properties of a variety of materials.

## Foundation Subjects

### History, Geography and Citizenship

#### Geography:

- Use basic geographical vocabulary to refer to key physical features including forest, hill, mountain, river, and valley.
- Use locational language (e.g. near and far) to describe routes.

#### History:

- Use simple vocabulary relating the passing of time such as 'before', 'after', 'past', 'present', 'then' and 'now'.

### Art and Design and Design Technology

#### Art and Design:

- Use drawing, painting and sculpture to share their ideas and imagination.
- Use a range of materials to design and make products.

#### Design Technology:

- Develop the principles of balanced eating and where food comes from and develop an interest in cooking.

### Music, Languages and Physical Education

#### Music:

- Play untuned instruments musically.
- Make and combine sounds using the inter-related dimensions of music.

#### Physical Education:

- Develop balance, agility and co-ordination and begin to apply these in a range of activities.

### Computing

- Organise and manipulate data in a range of digital formats.

# Get Out Of My Swamp! Year 1: Assessment Opportunities/Tasks within theme

## Core Subjects

### English

- To retell traditional tales orally and begin to write them down.
- Begin to write for a variety of purposes, including letters, lists, descriptions and instructions.

### Mathematics

- Begin to apply skills to real life.
- Measuring length and height of beanstalks.
- Weigh and measure ingredients when making Gingerbread men.

### Science

- Materials – To design a shelter for a fairy tale character using natural materials.
- Name the main parts of a plant.

## Foundation Subjects

### History, Geography and Citizenship

#### Geography:

- To draw a visual representation of a route and describe using geographical language.
- To compare different settings.

#### History:

- To compare castles from long ago, to their own houses.

### Art and Design and Design Technology

#### Art:

- To create own castle pictures in response to stimulus from Jan Pienkowski paintings.

#### DT:

- To make and decorate own Gingerbread men.

### Music, Languages and Physical Education

#### Music:

- To create own music to represent the Gingerbread Man's journey.

#### PE:

- To use balancing and travelling skills to move across apparatus.

### Computing

- To create own Puppet Pals story of the Gingerbread Man.
- To create their own story using iMovie.