

# Autumn 1: Can you get all the way to Monsters University?

Objective	
Essential learning objective	Milestone indicators
<b>Design and Technology</b> To design, make, evaluate and improve. To master practical skills- Mechanics. -Materials	Design products that have a clear purpose and intended user. Create products using levers, wheels, axels and sliders.
<b>Science</b> To investigate materials.	Distinguish between an object and the material from which it is made. Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock. Describe the simple physical properties of a variety of everyday materials. Compare and group together a variety of everyday materials on the basis of their simple physical properties. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
<b>Geography</b> To investigate places.	Use aerial images and plan perspectives to recognise landmarks and basic physical features. Identify the key features of a location to say whether it is a city, town, village, coastal or rural area.
<b>Music</b> To describe music.	Recognise changes in timbre, dynamics and pitch. Identify the beat of a tune.
<b>PE</b> To develop practical skills in order to participate, compete and lead a healthy lifestyle- Dance	Choose movements to communicate a mood, feeling or idea. Move with careful control and co-ordination. Copy and remember moves and positions. Link two or more actions to perform a sequence.
<b>Computing</b> Capturing sounds and images.	Use technology purposefully to create, organise, store, manipulate and retrieve digital data. Recognise common uses of information technology beyond school.
<b>RE</b> To understand beliefs and teachings (Hinduism).	Describe some of the teachings of a religion. Describe some of the main festivals or celebrations or a religion (Diwali).