

Year 1a – Autumn Term – Learning Challenges



Big Question

Could you live on the moon?



Learning Challenges

	1) How would you get to the moon?	2) How can people live in space?	3) Who landed on the moon first?	4) What is beyond the moon?
English	Instructions: How to get to the moon	Conjunctions: What do you need to take to the moon? Label: A diagram of a space suit	Biography: Neil Armstrong Fiction: Man on the moon	Vocabulary Building: Language of space
Geography	What can you see looking out of your rocket? What does the earth look like from space?	What do you think the moon is made of? Compare the physical features of the moon and earth		
History		Animals in space	<ul style="list-style-type: none"> The Apollo 11 mission and the space race 	Mars Landing
Art/DT and Music	Labelling: Draw and label a vehicle that might get to the moon	3D model: Make your own moon base		Space tourism posters: Printing
British Values/Wellbeing	Relationships: Who would you like to take to the moon?	Living together in space: What makes a good friend?		

Year 1 – Autumn Term – Compulsory Objective Guidance



Hi1/1.2 events beyond living memory that are significant nationally or globally
e.g. the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries

Hi1/1.3 the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods
e.g. Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell and Edith Cavell

Ge1/1.4 Geographical Skills and Fieldwork

Ge1/1.4a use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

Ar1/1.3 to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Ar1/1.4 learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Mu1/1.1 use their voices expressively and creatively by singing songs and speaking chants and rhymes

Mu1/1.2 play tuned and untuned instruments musically