

Key Stage One

Summer 1 - At The Allotment



Curriculum Driver: Science and DT

We are scientists.

Create Explore Discover

Key Stage One

Summer 1 - At The Allotment

Key Curriculum Driver: Science



Other Curriculum Areas DT

***Rationale:** At the allotment will allow the children to develop skills through design and technology and science. They will have an understanding of what plants need to grow and how eating them can help them have a balanced diet. They will design a board game linked to all their learning in the topic.*

By the end of this topic, most children will:

- Have a thorough knowledge of which tools, equipment and materials to use to make their products.*
- Design and evaluate a board game.*
- Identify plants and seeds and be able to talk about change that happen over time.*
- Grow plants from seeds and cultivate them to gain produce for food.*
- Decide what kinds of plants will be sown at different times of the year.*

• Children's knowledge will be shown by:

Extended Writing:

Instructions for planting.

Evaluating designs.

Recipes for cooking

Purposeful Outcome:

Learning about how plants grow.

Designing, testing, creating and evaluating a product linked to their learning.

Create Explore Discover

Key Stage One

Summer 1 - At the Allotment



<i>Subject</i>	<i>Objective</i>
<i>DT</i>	<p><i>Cut materials safely using tools provided.</i></p> <ul style="list-style-type: none"> <i>• Measure and mark out to the nearest centimetre.</i> <i>• Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).</i> <p><i>Model designs using software</i></p> <p><i>Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.</i></p> <p><i>Design products that have a clear purpose and an intended user.</i></p> <ul style="list-style-type: none"> <i>• Make products, refining the design as work progresses.</i> <i>• Use software to design</i> <p><i>Explore objects and designs to identify likes and dislikes of the designs.</i></p> <ul style="list-style-type: none"> <i>• Suggest improvements to existing designs.</i> <i>• Explore how products have been created.</i>
<i>Science</i>	<ul style="list-style-type: none"> <i>• Ask simple questions.</i> <i>• Observe closely, using simple equipment.</i> <i>• Perform simple tests.</i> <i>• Identify and classify.</i> <i>• Use observations and ideas to suggest answers to questions.</i> <i>• Gather and record data to help in answering questions.</i> <p><i>Identify and name a variety of common plants, including garden plants, wild plants and trees and those classified as deciduous and evergreen.</i></p> <ul style="list-style-type: none"> <i>• Identify and describe the basic structure of a variety of common flowering plants, including roots, stem/trunk, leaves and flowers.</i> <i>• Observe and describe how seeds and bulbs grow into mature plants.</i> <i>• Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</i> <p><i>Identify and name a variety of plants and animals in their habitats, including micro-habitats.</i></p>

Topic Overview

Topic Hook

Dissection of a range of plants.

At the Allotment

Curriculum Driver: Science and DT

Topic Outcome

Understand about how plants grow.

At the Allotment Coverage (Main Focus)

Week One - Topic Hook - Dissecting a range of plants to find out the different components that make up a flower. We will learn the different names for each part and make our own online book to show the function of each one.

Week Two - This week we will learn about the plant life-cycle and plant our own beans in different conditions. Now Press Play will consolidate our learning so far.

Week Three - Using our new knowledge of plants, their parts and what their basic needs are we will conduct a range of science experiments using cress and learn about how far seeds can travel using different dispersal methods.

Week Four - This week will explore a balanced diet and create our own meals using DT skills such as chopping and peeling. We will also learn about which part of plants we can eat and where they grow.

Week Five - DT using our topic hedging children will design and make their own garden equipment that includes a moving mechanism such as a pivot or turn. They will evaluate their own work.

Free Writing Stimulus

*Designs and evaluating
- the children's own
designs*

Extended Writing Genres and Activities

*Recipes
instructions for planting
Labeling parts of a plant*

Trips and Experiences

*Food tasting
Growing, cooking
and serving food
items.*

Other subject Coverage

Art- observational drawing of fruit and vegetables or flowers/plants.

Geography - fruit and vegetables from around the world.

Linked Texts

