

## Key dates

1926	A man called Robert Goddard first invented the rocket.
1928	Amelia Earhart became the first woman to fly over the Atlantic ocean on her own.
1969	Neil Armstrong landed on the moon.

## Important People

Neil Armstrong	First person to ever visit the moon.
Tim Peake	The first British astronaut To visit the International Space station.
Amelia Earhart	First woman to fly alone over the Atlantic ocean.

## Vocabulary

Journey	Travelling from one place to another.
Vehicle	A machine usually with an engine and wheels.
Astronaut	A person who is trained to travel into outer space.
Rocket	A space vehicle that is shaped like a long tube. They are launched into space.
Aeroplane	An aeroplane flies in the air and has wings.
Transport	Moving animals, humans or objects from one place to another.



## BIG QUESTIONS

What is the best way to travel?

What is the best invention to help us to travel?

What would happen if we journeyed beyond our planet?

## Progression Map Objectives

### History

I can recount the life of someone famous from Britain who lived in the past giving attention to what they achieved.

I can find out more about a famous person from the past and carry out some research on him or her.

I can find out something about the past by talking to an older person.

### Geography

I can name the countries making up the British Isles, with their capital cities.

I can locate the four countries which make the British Isles and know the main river running through each country.

I can compare England with a contrasting Country in the world

I can identify where in the world is hot and discuss it in relation to the equator. (weather)

I can use maps, atlases, globes and digital/ computer mapping (Google Earth) to locate countries and describe features studied

### Art

I can create moods in my drawings.

I can draw lines of different shapes and thickness, using 2 different grades of pencil (H and B)

I can create different tones using light and dark.

I can show patterns and texture in my draw-

### DT

I can describe my design by using pictures, model mock-ups and words

I can explain what I am making and why.

I can talk about my own work and things that other people have done.

I can use axels and wheels in my work.

### Computing

I can use some software to create / assemble digital content for clear purpose, (could be text, images, animation, graph, sound, etc.)  
I can access a resource and then find answers to straight-forward questions.

I can use trial and error to produce an accurate set of simple instructions, to control a floor 'robot' or on-screen object.

I can name some digital devices that need precise instructions (algorithms) to work / be controlled.