	Explorers Spring 2	0	21	Y	ear 1
	Vocabulary			BIG	G QUESTIONS
recount	To tell a history of events that have happened.		Who has found the best way to travel? What is the best invention to help us to travel? What would be proposed if we journeyed be		
explorer	A person who travels to and ex- plores different places.				
journey	Travelling from one place to an- other.	What would happened if we journeyed be- yond our planet?			
invention	A new thing that someone has made.		Progression Map Objectives		
past	Something that has happened be- fore now.		History	 To recount the life of someone famous who lived in the past, giving attention to what they achieved . To learn historical skills: researching using sources to find out about the past. To learn about the following people: Christopher Columbus, The Wright Brothers, Amy Johnson, Neil Armstrong, Brunel and Garrett Morgan. 	
collage	An art activity. Different materials are pieced together showing a pic- ture.				
	Important People				people: Christopher Columbus, The Wright Brothers, Amy John- son, Neil Armstrong, Brunel and
Christopher Columbus	Christopher Columbus was an explorer who made four trips across the Atlantic Ocean.	÷			
The Wright Brothers	Wilbur and Orville Wright were American inven- tors.		Art	•	To cut and tear paper, textiles and card for their collages. To sort and arrange collage ma- terials for a purpose.
Amy Johnson	Amy Johnson was a pilot. She was the first woma to fly from London to Australia.	n		•	To experiment with: Clay, Dough and Plasticine.
Neil Armstrong	Neil Armstrong was the first man on the moon.		Computing	• To use a mouse, finger etc. to select & move items on the screen, assembling or matching objects.	To use a mouse finder etc. to
Brunel	Brunel was an engineer. He was very clever and built bridges and tunnels.				
Garrett Morgan	Garrett Morgan was an African American inventor He helped improve people's safety.	•		•	To give simple instructions to control a device, like a 'floor' robot, or on-screen object.
00				•	To learn about the Internet and beginning to understand some key, age appropriate, safety
			DT	•	To use pictures, words and model mock-ups to describe their design.
				•	To use a turning mechanism (wheels, axels) to make a move- ment.
				•	To evaluate their product against design criteria.