

Entry Task

Bring in a photograph or object which helps us to remember a special memory and share this with our classmates



Memory Makers



What to revisit?

Year 1—Chasing space—transport in the last 100 years

EYFS—Understanding the World: Past & Present—Know about the lives of people around them.

Creating with materials: Sharing their creations with others

Threads

progress, reflection, legacy

Big Question

How can our memories be kept?

What is living memory? Can I reflect on my own memories?

Who and what can help us to learn about changes within living memory?

What kind of toys did your grandparents play with?

What kind of toys do you play with?

Can I explore how toys have changed?

Can I compare old and new toys? Can I order them chronologically?

How has train design progressed over time? Did this lead to more exploration?

What were the Rainhill trials?

Who is George Stephenson?

What is Stephenson's rocket? What is its legacy?

Why are trains an important part of our local history?

Can I evaluate what I liked about my card and what I might change if I were to make a card again?

Can I select an intended user, discussing what makes the product appealing to them and creating a mood board to inform my design choices?

How do we make parts of a card move? Can I create a mock up lever and slider?

Can I identify existing products which use sliders and levers?

What are sliders and levers and what is their functionality?

Celebration/Evaluation

To have afternoon tea with elderly members of our community. Talking about memories of their childhood and our local area.

Curriculum Passport Challenge

Children will create a class time capsule containing their favourite memories and reflections from Y1. These will be reunited with pupils in Y6.

Key Vocabulary

As a historian, I will use...

Living memory, past, George Stephenson, Stephenson's Rocket, change, local area, chronological, grandparents, elderly, generations, train, steam, electric, parents, siblings, family, legacy

As a design technologist, I will use...

Mechanism, slider, lever, slot, straight line, movement, backwards, forwards, rotate, intended user, purpose, set-up, design, criteria, mood board, evaluate, choices, labelling

DRIVER SUBJECTS ARE HISTORY & D.T