

Memory Makers

Entry Task

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

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? **Enquiry:** Who might this toy belong to? What evidence can we use to predict?

Can I compare old and new toys? What are their similarities and differences? Can I order them chronologically?

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

Do other things change over time? How has train design **progressed** over time? Did this lead to more **exploration**?

What were the Rainhill trials?

Big Question

Interactive Timeline: How has how we play and how we travel changed over time?

Can I apply a moving mechanism to my card?

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

Can I design and create a card with moving parts?

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

Who is George Stephenson? How did his achievements compare and contrast with those of Buzz Aldrin and Neil Armstrong?

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

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

Can I identify existing products which use sliders and levers?

Why are trains an important part of our local history?

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.

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, old, older, oldest, new, newer, newest, similar difference, development

As a design technologist, I will use...

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

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.

DRIVER SUBJECTS ARE **HISTORY & D.T**