

TRADITIONAL TALES. How can we show other people where our fairies live?

STICKY KNOWLEDGE FOR SCIENCE

Ten things you need to know about Everyday Materials

1. Materials are the substances that things are made from.
2. We use lots of different materials every day, e.g. metal, plastic, wood and glass.
3. Different materials have different physical properties which make them useful for different things.
4. A property is a quality that describes what something is like or how it behaves.
5. Some materials are used to make many things.
6. Glass is transparent because you can see through it.
7. Plastic is smooth because it has no bumps.
8. Metal is stiff because you can't bend it.
9. Objects are things that you can touch or see.
10. Objects are made from materials.

STICKY KNOWLEDGE FOR GEOGRAPHY

Eight things you need to know about map skills and compass skills:

1. The cardinal compass points are north, south, west and east
2. Compasses show us which direction is north, because the compass needle is attracted to a magnetic force near the north pole
3. A compass is orientated, or set, by holding it so that the needle is pointing to the 'N' for north
4. North is constant, and always in the same direction, wherever we are
5. The other cardinal compass directions are also constant, so once we know where north is, we can find the other directions; south, west and east
6. Use directional language e.g., up, down, backwards, forwards, left, right, etc.
7. Maps are 2-D drawings of our world from above
8. Maps help us find our way around

ESSENTIAL VOCABULARY

character	A person or animal in a story.	mischievous	Playful trouble maker.
fiction	Something that is not true.	furious	Extremely angry.
heroine/hero	A good or well liked character in a story.	cunning	Showing skill at achieving one's ends by lying or not telling the truth.
villain	A mean, nasty or evil character.	charming	Very pleasant
wise	Clever and thoughtful.	cruel	Causing pain or suffering to others.

MUSIC

Ourselves/Storytime
Using voices expressively.
Playing untuned instruments.

PE

Target skills
Movement skills

ART/DT

Design, make and evaluate a wooden fairy door.

RE

Creation story (Christianity)

MATHS

Place Value
Addition and Subtraction

PSHE

Me and my relationships.

COMPUTING

Digital painting

CORE TEXT PURPOSE FOR WRITING

The Gingerbread Man
Pattan's Pumpkin
The Little Red Hen

HOOK

Who might we meet in Fairy Tale Land?

TRIPS / VISITORS

Farmer Chrissy - Harvest visitor.

ONGOING PROJECT

Design and make fairy doors and maps to share with Year 2 children