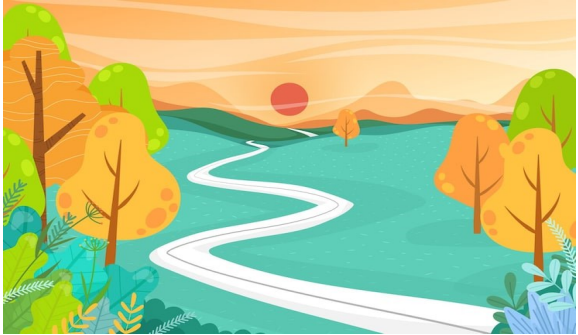




ASHCROFT INFANT AND NURSERY SCHOOL
KS1 Summer 2
Exploring New Paths



Key Vocabulary	
Explore	To find out new things or try something different.
Journey	Going from one place to another — it could be real or in your imagination.
Path	The way or route you take to get somewhere.
Discovery	When you find or learn something new.
Adventure	An exciting or unusual journey or experience.
Direction	The way you are going or facing.
Map	A picture that shows where places are and how to get there.
Imagination	Using your mind to make up ideas, pictures, or stories.
Goal	Something you want to do or achieve.
Choice	Deciding between different options.
Feelings	Emotions like happy, sad, excited, or nervous.
Confidence	Believing in yourself and what you can do.



A journey is the travel from one place to another. It can be a long journey or a short journey. Getting to the destination is the most important part.




An adventure is an exciting and unusual experience, like a trip to a new place or trying something challenging, that is often fun and makes life interesting.

Music and Art

The children will paint along to music. They will listen to long and short sounds and explore the different marks they can make with the paint.

They will discuss how the music has made them feel and explore their musical journey with the paint.

Music

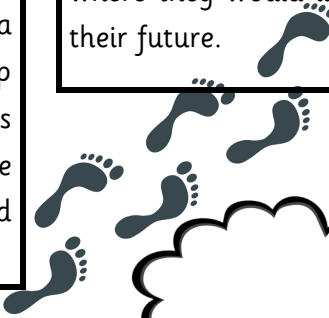
The children will create a sequence of sounds as a group to define their musical journey. Each group will perform their musical composition and discuss the journey they have taken. They can imagine the location they are in and create their music to sound



Art

Footsteps to the future...

Children will draw around their feet and inside the outline, they will draw a picture of where they would like their life path to go in their future.



PSHE and Design Technology

The children will explore their thoughts and feelings about the future.

What are your dreams?

What are your goals?

What does your future hold?

They will create dream catchers and tie a ribbon with a label attached sharing their special dream.



The Big Questions

1. What does it mean to explore a “new path”?
2. How do we feel when we try something for the first time?
3. Why is it important to be brave when we explore something new?
4. What helps us keep going when things feel tricky?
5. What can we learn about ourselves when we create something new?
6. How do our ideas change and grow as we explore?
7. What makes every journey special?
8. How do artists and musicians show their journeys in their work?

Intended Knowledge

- That trying new things can feel exciting and sometimes a bit challenging.
- That we all take different “paths” as we learn and grow.
- That mistakes help us learn and are part of exploring.
- That it’s important to show respect and encouragement when others share their ideas.
- That teamwork helps us create and discover together.
- That we can feel proud of what we make and how we have improved.
- That artists have different styles and paths – they explore in their own ways.
- That music can be used to tell a story or describe a journey.



Year 1

Key Skills (National Curriculum)

Art - Knowledge of artists

Describe what we can see and give an **opinion** about the work of an artist.

Art - Evaluation of creative works

Ask questions about a piece of art.

Art - Colour

Name the primary and secondary colours.

Make collections of the same colour in different **shades**.

Music - Composition

Choose sounds to represent different things.

Music - Composition

Make a **sequence of sounds** on an un-tuned percussion instrument.

Design and Technology - Design

Designing products that are useful and look good.

Design and Technology - Make

Choosing the right tools to make something with.

Design and Technology - Evaluate

Exploring existing products, saying how good they are and any improvements needed.

Year 2

Key Skills (National Curriculum)

Art - Colour

Create all of the **secondary** colours.

Create and use primary and secondary colours to **represent** what we see or imagine.

Music - Composition

Use symbols to **represent** sounds.

Choose sounds which create an **effect**.

Design and Technology - Design

Thinking of a product and **explaining** them in different ways, including drawing and talking about them.

Using ICT to design

Design and Technology - Make

Choosing the right tools and materials, based on what the materials are like.

Design and Technology - Evaluate

Commenting on my own builds and **explaining** what went well and what could be improved.

PSHE - Me and the World

Supporting **transition** to Junior School