

Talking Time Y1 THEME CHART: same coloured sessions are linked down a Theme

	THEME 1 Marking Time D&T/History	THEME 2 Here and Now Science/D&T/Art	THEME 3 Into the Future D&T/Art/Science	THEME 4 Hunter-gatherers History/Geog/Sci
1	What's the Time Mr Wolf? Read/discuss [2] daily ritual (Eng/Maths)	Read While You Were Sleeping/Middle of the Night (Eng/Geog) [2]	Time Machine Mark II (Animated Tale) Build our own (Eng/D&T) [2]	Rainbow Bear - Arctic polar bears. Largest [2] mammal (Eng/Geog/Sci)
2	Our day - our granny's/ granddad's day - diff or same? (History/Eng)	Differences between day and night - night time lights (Sci/D&T)	Time Dice (Th1/S3) lets us travel in our time machine (Drama/Hist)	Aurora Borealis - the northern lights/electric storms (Sci/Art)
3	Make dice - yesterday, today, tomorrow, later, earlier now (D&T/Maths)	History of lights - candles, oil lamps, gas lamps, etc. (Hist/Sci)	What should we take to the future - backpack to travel (Geog/D&T)	Making sparks- northern lights: Marble effect with inks (Geog/Art)
4	Our week at home. Was granny/granddad's diff or same? (History/Eng)	Look at Chinese lanterns made of paper - design a lantern (D&T/Art)	Future transport - cars /trains/planes/boats - which? (Geog/D&T)	Inuit houses - made of snow. Can we build an ice wall? (Sci/Geog)
5	Keep a diary of our week - pick highlights - write recount (Hist/Eng)	Create lantern using tissue paper/ find out where from (Geog/D&T)	Fast cars setting world land-speed record - look at friction (Sci/D&T)	Create a snow and ice landscape. Igloos from plastic tubs (D&T/Geog)
6	Look at clocks around us -different types, relate to function (Geog/D&T)	Electric lights - create a simple circuit to make a light (Sci/D&T)	Future trains - magnet trains, look at pictures and video (D&T/Sci)	Polar Bear - hunting seals - whales - food chains (Science/Geog)
7	Look at clocks around us -granny's clocks - clock faces (History/Art)	Look at on/off switches on diff things - record diff types (Sci/D&T)	Magnets: show how they attract metal and repel other magnets (Science)	Polar Bear - hunted by people/ Inuit hunting fish game (Sci/Hist)
8	Grandfather clock - sing song, make music - clock history (Hist/Music)	Add a simple switch to our circuit - draw on/off torches (Sci/D&T)	The Magic Bed and The Earth from the Air (Eng/Geog/Sci/Art) [2]	Hunter-gatherers: Cave people. How did they live then? (Hist/D&T)
9	Grandfather clocks - Pendulum swings and one second timer (Sci/D&T)	Electrical day - Recount our day noting usage of electric objs (Eng/D&T)	Beds in the past - diffs and similarities. Beds in future? (Hist/Drama)	Act out a day in the life of a caveman and his family (Hist/Drama)
10	Look at sundials - their history - how they work on shadows (Hist/Sci)	Torches-evaluate range of diff models - design a good torch (D&T)	Everyday objects in future that do the work for you! (D&T/History)	Mammoths - What type of animal? Make arrows for hunt (Hist/D&T)
11	Sundials - make our own portable sundials, and a static one (Hist/D&T)	Black & white reversed Relief drawings using shapes (Art/Maths)	Future pets - discuss & collaborate to design robotic pets (D&T/Sci)	Mammoths - going on a mammoth hunt, paint a mammoth (Hist/Art)
12	Sand timers - things we can do in just a minute (D&T/Hist/Maths) [2]	OHPs / shadow puppets. Create puppets & a [2] show (Sci/Art/Drama)	Review our robotic pets - improve designs and finish them (D&T/Art)	Mammoth dances - move to music of Saint-Saens (Sci/Music/Dance) [2]
13	Water clocks - how they work - investigate their history (Hist/Science)	Electrical storms - lightning - charge up a balloon (Sci/Art)	Art of the future: have a look at abstract art and try out (Art/Hist)	Cave Paintings - what the cavemen drew, how and where (Hist/Art)
14	Plan, design and make a water clock - finishing techniques (Hist/D&T)	Thunderstorm music - Beethoven Pastoral storm dance (Music/PE)	Graffiti - art of the future - designing our own graffiti (Art)	Cave paintings - create our own cave art using charcoals (Hist/Art)
15	Look at candle clocks - plan and make own candle clock (Hist/D&T)	Electrical art - creating wax-scratched pictures of sparks (Art/Music)	Digital art - camera and paint: starting with digital photos (Art/ICT)	How we know about life in these times? Archaeological digs (Hist)
16	Marking the beat - metronome movements & dance (Music/Dance)	Electrical art - listen to music, finish scratch paintings (Music/Art)	Digital art - photos and paint combined on the computer (Art/ICT)	Putting the pieces together and making the hi-story (Hist/Art)

Talking Time (KS1): Key Texts and Resources

Theme 1: Marking Time (D&T/ History)

This Theme looks at how to tell the time and how people have told the time through history. The first block of linked sessions builds on **What's the Time Mr Wolf?** by Colin Hawkins (Mammoth, ISBN: 1405206848), but any similar storybook which looks at daily rituals linked to time would do just as well. In Session 8 we recommend you use recording of *Grandfather Clock* song as well as a selection of the normal class percussion instruments. The class has a go at making *Candle Clocks* in Session 15, so you will need to have candles for that, not to mention permission from the Headteacher! In *Marking the beat* (session 16), you will need to provide examples of slow and fast music.

Theme 2: Here and Now (Science/DT/Art)

The first block of sessions uses **While You Were Sleeping** by John Butler (Orchard Books 1841215899) and **In the Middle of the Night** by Kathy Henderson (Walker Books 0744531438) to demonstrate the differences between night and day. These texts do fit well into these lessons, but if you have another text that does a similar job, the sessions will still be possible. Some unusual resources need to be collected for this first unit of five sessions, including nightlights, a desk lamp, oil lamp, and a candle lantern! Beethoven's pastoral is used in Sessions 14 and 15 and a John Burningham book, such as **Cloudland**, **Harvey Slumfenburger** or **John Patrick Norman McHennessey** is needed also in Session 15, because of the artwork used in them.

Theme 3: Into the Future (D&T/Art/Science)

We provide an Animated Tale to use in the first three sessions of this Theme which looks at what life might be like in the future. In Sessions 8 and 8a, we use **The Magic Bed** by John Burningham (Red Fox ISBN: 00994369697) and **The Earth From the Air** by Yann Arthus-Bertrand (Thames and Hudson 0500653619). However it is just as easy to do these sessions using Arthus-Bertrand's website with examples of his pictures there. We use **Wallace and Gromit The Wrong Trousers** DVD or video in Session 9 (to look at what beds might be like in the future). As ever, we provide a wide range of resources for you: Pictures, instructions, suggested websites and activity sheets.

Theme 4: Hunter-Gatherers (Hist/Geog/Sci)

This fascinating Theme focuses on how people lived in pre-historic times. Two texts really are essential to this Theme and they are **The Rainbow Bear** by Michael Morpurgo (Corgi 0552546402) and **Ice Bear** by Nicola Davies (Walker Books 1844287319). Other resources you need to gather are a fishing rod for Session 7 and the DVD or video for the movie *Ice Age* in Session 12a. In Session 12 we use Saint-Saens' *Carnival of the Animals*. We also provide a wide-range of resources from pictures to activity sheets.