



RIDE HIGH

| Curriculum Strand | Hobby the Horse Project |
|--|---|
| Design and Technology-KS1 | |
| <p>Design</p> <p>Design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make</p> <p>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>Evaluate</p> <p>Explore and evaluate a range of existing products</p> <p>Evaluate their ideas and products against design criteria</p> | <p>Design, discuss, make and evaluate their hobby horses using the D&T curriculum criteria</p> |
| History -KS1 | |
| <p>Pupils should develop an awareness of the past, using common words and phrases relating to the passing of time. They should know where the people and events they study fit within a chronological framework and identify similarities and differences between ways of life in different periods. They should use a wide vocabulary of everyday historical terms. They should ask and answer questions, choosing and using parts of stories and other sources to show that they know and understand key features of events. They should understand some of the ways in which we find out about the past and identify different ways in which it is represented.</p> | <p>Identify and understand the role of horses throughout history. In battles, as a form of transport, working on farms and in mines</p> |

| English KS1-Statutory Requirements YEAR 1 | |
|--|---|
| Participate in discussions, presentations, performances, role play, improvisations and debates. | Class discussions about traditional toys such as the hobby horse and comparison to their toys today Look at the role of horses in some of the stories What is your hobby horse's name? What do they like to eat? What colour are they? What do they like doing? |
| Becoming very familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics. | |
| Sequencing sentences to form short narratives. | |
| Maths KS1-Statutory Requirements -YEAR 1 | |
| Read and write numbers from 1 to 20 in numerals and words. | Before making the hobby horses, divide the children and poles into 2 groups and share out the poles. Integrate maths while making the hobby horse e.g. cut the carton or material in half or, use 2 horse head templates to make a whole head Count out the number of eyes needed for 1 to 10 hobby horses and write down the numbers |
| Represent and use number bonds and related subtraction facts within 20. | |
| Recognise, find and name a half as one of two equal parts of an object, shape or quantity. | |
| Science KS1 Statutory Requirements | |
| Asking simple questions and recognising that they can be answered in different ways | What material is the best to use for X part of my hobby horse and why? What are the properties of that material that make it the best choice? Use caring for horses as the example. How does their care compare to what we humans need for survival? |
| Distinguish between an object and the material from which it is made | |
| Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock | |
| Describe the simple physical properties of a variety of everyday materials | |
| Compare and group together a variety of everyday materials on the basis of their simple physical properties. | |
| Find out about and describe the basic needs of animals, including humans, for survival (water, food and air) | |