



Wow Starter: Read the Lighthouse Keepers Lunchbox and evaluate the picnic basket used to transport the lunch.

Final Event: Test out your own lunch boxes endurance by sending them across a line in the playground and spraying

PHYSICAL EDUCATION

- KS1
- **pe1** I can run safely, controlling my speed and direction
 - **pe1.1** I can jump over obstacles safely and with control, and off apparatus knowing how to land safely
 - **pe1.2** I can send and receive a ball or other equipment in different ways (hitting, kicking, throwing, striking)
 - **pe1.3** I can control my movements in gymnastics and show how I can balance, roll, travel or climb safely
 - **pe1.4** I can perform a sequence in gymnastics to demonstrate controlled, co-ordinated movements in direction, level and speed
- **pe1.5** I can co-operate with a partner or small group to develop my skills, showing awareness of others' needs
- **pe2** I can play simple team games showing awareness of my team-mates and opponents and understanding the importance of the rules
 - **pe2.1** I can think of simple tactics to help attack or defend in a team game
 - **pe3** I can respond to music with controlled movements, creating and repeating simple dance sequences to express and communicate ideas and feelings

LITERACY

- Reading - word reading KS1
- **er1** continue to apply phonic knowledge and skills as the route to decode words until automatic decoding has become embedded and reading is fluent

COMMUNICATION AND LANGUAGE

- KS1
- **sl1** listen and respond appropriately to adults and their peers
 - **sl2** ask relevant questions to extend their understanding and knowledge
 - **sl3** use relevant strategies to build their vocabulary
 - **sl4** articulate and justify answers, arguments and opinions
 - **sl5** give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings
- **sl6** maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments
 - **sl7** use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
 - **sl8** speak audibly and fluently with an increasing command of Standard English
 - **sl9** participate in discussions, presentations, performances, role play, improvisations and debates



EXPRESSIVE ARTS AND DESIGN

- Design KS1**
- **dt1** I can explain what my design will be like and what it will do, how I am going to create my design and list the materials I will need
 - **dt2** I can explain how my design will meet the needs of the users
 - **dt3** I can draw and talk about what I am going to make
 - **dt4** I can make a realistic model of my design
 - **dt5** I have used ICT to help develop or communicate my design
- Make KS1**
- **dt6** I can use scissors for cutting and shaping
 - **dt7** I can join materials in a variety of ways
 - **dt8** I can use simple finishing techniques to improve my product
 - **dt9** I can select the appropriate materials and tools for my design
 - **dt10** I can create things using a variety of materials and components, including construction materials
 - **dt13** I can explain why I have chosen particular materials, components or ingredients
- Evaluate KS1**
- **dt14** I can look at things other people have made and tell you what I like or dislike
- **dt15** I can talk about existing products and tell you how they might be improved for the user/consumer
- **dt16** I can talk about how closely my finished product matches my design
 - **dt17** I can talk about what worked well with my product and how it could be improved
- Technical knowledge KS1**
- **dt18** I have made models and can explain how to make them stronger
 - **dt19** I can tell you some ways to make structures stiffer or more stable
- KS1
- **mu1** I can sing songs using my voice to show the meaning of the words and tune
 - **mu2** I can repeat chants and rhymes with expression
 - **mu3** I can use my voice in different ways
 - **mu6** I can sit and listen attentively to live music
 - **mu7** I can sit and listen attentively to recorded music
 - **mu8** I can concentrate when listening to music and describe what I think and how the music makes me feel

MATHEMATICS AND COMPUTING

- Number - number and place value KS1**
- **m32** count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
 - **m33** recognise the place value of each digit in a two-digit number (tens, ones)
 - **m34** identify, represent and estimate numbers using different representations, including the number line
 - **m35** compare and order numbers from 0 up to 100; use <, > and = signs
 - **m36** read and write numbers to at least 100 in numerals and in words
 - **m37** use place value and number facts to solve problems.
- Number - addition and subtraction KS1**
- **m38** solve problems with addition and subtraction:
 - **m39** using concrete objects and pictorial representations, including those involving numbers, quantities and measures
 - **m40** applying their increasing knowledge of mental and written methods
 - **m41** recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
 - **m42** add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
 - **m43** a two-digit number and ones
 - **m44** a two-digit number and tens
 - **m45** two two-digit numbers
 - **m46** adding three one-digit numbers
 - **m47** show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot
 - **m48** recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.
- Number - multiplication and division KS1**
- **m49** recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- **m50** calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (x), division (÷) and equals (=) signs
- **m51** show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
 - **m52** solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.
- Number - fractions KS1**
- **m53** recognise, find, name and write fractions $\frac{1}{2}$, and of a length, shape, set of objects or quantity
 - **m54** write simple fractions for example, of $6 = 3$ and recognise the equivalence of and .
- Measurement KS1**
- **m55** choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
 - **m56** compare and order lengths, mass, volume/capacity and record the results using >, < and =
 - **m57** recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
 - **m58** find different combinations of coins that equal the same amounts of money
 - **m59** solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
 - **m60** compare and sequence intervals of time
 - **m61** tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
 - **m62** know the number of minutes in an hour and the number of hours in a day.

UNDERSTANDING THE WORLD

- Working scientifically KS1**
- **sc1** During years 1 and 2, pupils should be taught to use the following practical scientific methods, processes and skills through the teaching of the programme of study content:
 - **sc2** asking simple questions and recognising that
 - **sc7** gathering and recording data to help in answering questions.
- Animals, including humans KS1**
- **sc26** notice that animals, including humans, have offspring which grow into adults

The Lighthouse Keepers Lunchbox - Stage Coverage

UNDERSTANDING THE WORLD

Working scientifically **KS1**

- **sc1** During years 1 and 2, pupils should be taught to use the following practical scientific methods, processes and skills through the teaching of the programme of study content:
- **sc2** asking simple questions and recognising that they can be answered in different ways
- **sc3** observing closely, using simple equipment
- **sc4** performing simple tests
- **sc6** using their observations and ideas to suggest answers to questions
- **sc7** gathering and recording data to help in answering questions.

Animals, including humans **KS1**

- **sc26** notice that animals, including humans, have offspring which grow into adults
- **sc27** find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
- **sc28** describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

MATHEMATICS AND COMPUTING

Number - number and place value **KS1**

- **m32** count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward
- **m33** recognise the place value of each digit in a two-digit number (tens, ones)
- **m34** identify, represent and estimate numbers using different representations, including the number line
- **m35** compare and order numbers from 0 up to 100; use <, > and = signs
- **m36** read and write numbers to at least 100 in numerals and in words
- **m37** use place value and number facts to solve problems.

Number - addition and subtraction **KS1**

- **m38** solve problems with addition and subtraction:
- **m39** using concrete objects and pictorial representations, including those involving numbers, quantities and measures
- **m40** applying their increasing knowledge of mental and written methods
- **m41** recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- **m42** add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
 - **m43** a two-digit number and ones
 - **m44** a two-digit number and tens
 - **m45** two two-digit numbers
 - **m46** adding three one-digit numbers
- **m47** show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot
- **m48** recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Number - multiplication and division **KS1**

- **m49** recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
- **m50** calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs
- **m51** show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot
- **m52** solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

Number - fractions **KS1**

- **m53** recognise, find, name and write fractions $\frac{1}{2}$, $\frac{1}{3}$ and of a length, shape, set of objects or quantity
- **m54** write simple fractions for example, of $6 = 3$ and recognise the equivalence of and $\frac{2}{3}$.

Measurement **KS1**

- **m55** choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature (°C); capacity (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels
- **m56** compare and order lengths, mass, volume/capacity and record the results using >, < and =
- **m57** recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value
- **m58** find different combinations of coins that equal the same amounts of money
- **m59** solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change
- **m60** compare and sequence intervals of time
- **m61** tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times
- **m62** know the number of minutes in an hour and the number of hours in a day.

PHYSICAL EDUCATION

KS1

- **pe1** master basic movements including running
- **pe1.1** master basic movements including jumping
- **pe1.2** master basic movements including throwing and catching
- **pe1.3** aster basic movements developing balance co-ordination
- **pe1.4** master basic movements, developing agility
- **pe1.5** master basic movements and begin to apply these in a range of activities
- **pe2** participate in team games
- **pe2.1** in team games, develop simple tactics for attacking and defending
- **pe3** perform dances using simple movement patterns.

EXPRESSIVE ARTS AND DESIGN

Design **KS1**

- **dt1** design purposeful, functional, appealing products
- **dt2** design for themselves and other users based on design criteria
- **dt3** generate and communicate their ideas through talking and drawing templates
- **dt4** model and communicate their ideas through mock-ups
- **dt5** generate, develop, model and communicate their ideas through information and communication technology

Make **KS1**

- **dt6** select from and use a range of tools and equipment to perform practical tasks such as cutting and shaping
- **dt7** select from and use a range of tools and equipment to perform practical tasks such as joining
- **dt8** select from and use a range of tools and equipment to perform practical tasks such as finishing
- **dt9** select from and use a range of tools and equipment to perform practical tasks
- **dt10** select from and use a wide range of materials and components including construction materials
- **dt13** select from and use a wide range of materials and components according to their characteristics

Evaluate **KS1**

- **dt14** explore a range of existing products
- **dt15** evaluate a range of existing products
- **dt16** evaluate their ideas
- **dt17** evaluate their products against design criteria

Technical knowledge **KS1**

- **dt18** build structures, exploring how they can be made stronger
- **dt19** build structures, exploring how they can be made stiffer and more stable

KS1

- **mu1** use their voices expressively by singing songs
- **mu2** use their voices expressively by speaking chants and rhymes
- **mu3** use their voices creatively
- **mu6** listen with concentration and understanding to a range of high-quality live music
- **mu7** listen with concentration and understanding to a range of high-quality recorded music
- **mu8** listen with concentration and understanding to a range of music

LITERACY

Reading - word reading **KS1**

- **e61** continue to apply phonic knowledge and skills as the route to decode words until automatic decoding has become embedded and reading is fluent

COMMUNICATION AND LANGUAGE

KS1

- **s11** listen and respond appropriately to adults and their peers
- **s12** ask relevant questions to extend their understanding and knowledge
- **s13** use relevant strategies to build their vocabulary
- **s14** articulate and justify answers, arguments and opinions
- **s15** give well-structured descriptions, explanations and narratives for different purposes, including for expressing feelings
- **s16** maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments
- **s17** use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
- **s18** speak audibly and fluently with an increasing command of Standard English
- **s19** participate in discussions, presentations, performances, role play, improvisations and debates

The Lighthouse Keepers Lunchbox