



Life Under Water – Term 5

Southville Primary School

Year 1

Local Anchor Point	Visit/ Visitor	Key Person	Key Outcome
Bristol Aquarium	Bristol Aquarium	American oceanographer Dawn Wright - the first black person and only the 27th human to have been to the deepest spot on the planet.	<ul style="list-style-type: none"> - Name the five oceans and talk about how to look after them. - Use a range of materials to create a mixed media collage of life under water.
Diversity, Equity and Inclusion		Linked Learning	
Emphasising equal opportunities for black women who continue to drive scientific innovation in ecology, evolution, and marine science, despite being historically overlooked and isolated in the field.		Term 1 Geography - reading maps; Term 1 Science - plants Term 2 Art - work done on shade and tint; Term 6 Science - animals	
Driver 1: Geography <i>What are the world's oceans and how can we protect them?</i>		Driver 2: Art <i>Can you use a range of materials to create a mixed media collage of the ocean?</i>	
Driver 1 Objectives		Driver 2 Objectives	
<p>Locational knowledge:</p> <ul style="list-style-type: none"> name and locate the world's five oceans <p>Geographical skills and fieldwork</p> <ul style="list-style-type: none"> use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage 		<ul style="list-style-type: none"> to use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space taught about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. <p>Theoretical Knowledge:</p> <ul style="list-style-type: none"> Key Movement: Focus on natural forms and textures, inspired by nature and the sea Themes / Genre: Nature, Sea life, Texture, Mixed media collage Context and Significance: Exploring how artists use texture and mixed media to represent natural phenomena such as waves and sea creatures. Children learn to experiment with materials and techniques to express texture and form in an imaginative, tactile way. <p>Practical Knowledge:</p> <ul style="list-style-type: none"> Area of Making: Collage Media: paint, sponges, brushes, glue sticks, bricks, tissue paper, bottle tops, string, cardboard, beads, buttons, fabric, acetate Methods and Techniques: mark making (e.g. "pencil for a walk"), texture creation, layering, painting with different materials, colour mixing (shades and tints of blue), glueing, cutting, assembling mixed media, collage construction 	

Driver 1 Disciplinary Knowledge and Skills

The use of knowledge and how children become a little more 'expert' as a geographer.

- **Asks geographical questions:** Where is this place? What is it like? Why is it here and not there? How did it get like this? How is it changing?
- **Builds knowledge** of a places, people, environments and processes and makes connections between them
- **Considers the impact** of human and geography on the environment, including the climate sustainability
- **Compares** the geography of Bristol with other places in the world (zooming in and out): What's the same? What's different?
- **Collects and analyses data**
- **Looks at and interprets a range of sources:** maps, diagrams, globes, aerial photographs
- **Communicates geographical information:** creating maps, graphs, presenting, writing

Driver 1 Key Vocabulary

- **Tier 2:** map, globe, Earth, planet, water, land, sea, beach, coast, deep, shallow, protect, explore, travel, questions, world, draw, label, describe, impact
- **Tier 3:** ocean, river, Pacific Ocean, Atlantic Ocean, Southern Ocean, Indian Ocean, Arctic Ocean, North Sea, Irish Sea, English Channel, United Kingdom, submarine, pollution, habitat, deep-sea, physical geography, human geography

Driver 1 Sequence

1. **WALT:** ask geographical questions.
2. **WALT:** find out about some of the plants and animals that live below water.
3. **WALT:** name and locate the United Kingdom and its surrounding seas.
4. **WALT:** use world maps to identify and name the 5 oceans.
5. **WALT:** understand the impact of human geography on our oceans.
6. **WALT:** think about how we can look after life below water.
7. **WALT:** consolidate our learning to explain what the world's oceans are and how we can protect them.

Ongoing Continuous Provision

Maps and Geography

- Maps and atlases to explore
- Blank maps to colour land and sea
- Map puzzles
- Make your own travel ticket and record what oceans you will fly over
- Making flags to represent countries

Driver 2 Disciplinary Knowledge and Skills

- **Shape** is a flat (2D) area surrounded by an outline or edge: How are shapes used or combined? How does the combination of shapes make things look 3D?
- **Lines** are used to show movement and mood. Is the use of line static or dynamic? How do they determine motion and direction in a piece?
- **Colour** is used to convey atmosphere and mood. How has colour been combined and varied to create mood and reaction in the viewer?
- **Value** is the intensity of colour and depends on the amount of white added.
- **Form** – artists use form when they create sculptures or the effect of flat objects being 3D. How has the artist made flat parts of an image appear 3D e.g. shading?
- **Texture** is the look and feel of a surface. How is the feel of a piece related to the materials it is made from?
- **Space** in artwork makes a flat image look like it has form. How has the empty area around shapes been used?

Driver 2 Key Vocabulary

- **Tier 2:** texture, material, background, foreground, pattern, layer, smooth, rough, soft, colour, create, describe, explore, present, like, different, shade, tint, collage, respond
- **Tier 3:** mixed media, wax resist, sponge painting, ink, palette, brush, sea creature, crayon, technique, fabric, cardboard, acetate, jellyfish, starfish, octopus, modelling, layering, composition, foreground, wave formation

Driver 2 Sequence

1. **WALT:** Understand and explore mixed media art
2. **WALT:** investigate and use texture to create an image.
3. **WALT:** use different textures to create a background.
4. **WALT:** use different textures to create a background.
5. **WALT:** use mixed media to create a sea creature
6. **WALT:** evaluate our artwork and talk about the materials and techniques we used.

Ongoing Continuous Provision

Creative Making

- Create sea creatures
- Making jellyfish out of paper plates/CDs
- Making items for the submarine role play area

Painting and Colour Exploration

- Painting with different materials
- Wax resist crayon pictures
- Ink pictures
- Creating different colours