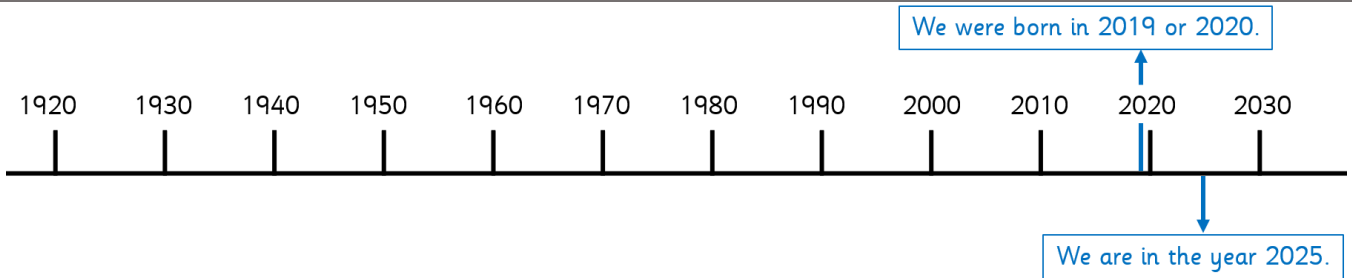


Reception

What Makes Us Who We Are?

History Key Knowledge



1. The past has already happened.



2. The present is now.



3. Artefacts give us information about the past.



4. A century is 100 years. A decade is 10 years.



5. Facts are things that are known or proved to be true.



6. Fiction is the description of imaginary events or people.



7. Modern technology has changed how we play.



8. Our lives are different because we have inventions our parents and grandparents did not have.



9. Some toys have stayed the same for a long time like teddy bears. Others are very different like computer games and toy cars.



10. Lucienne Day made bright, modern patterns that helped change how people decorated their homes.



11. New inventions have helped us communicate with each other easily and quickly.



12. Steve Jobs invented the iPhone, changing how people communicate, work, and play.



History Key Vocabulary

past



now

before

change

remember

older

younger

same

different

family

Art and Design Key Knowledge		
13. A sharp pencil can create a thin line. A blunt pencil can create a thicker line.		14. Geometric shapes have lines, curves or points. 
15. Shapes can be organic (irregular or imperfect). 	16. Repeating patterns are the same design over and over again. 	
Art and Design Key Vocabulary		
line		A long, narrow marking.
geometric		Shapes that have lines, curves or points.
organic		A shape that is free-flowing, irregular and uneven. It looks like a form of nature.
pattern		A repeated design or a motif, created using line, shape, colour or tone.
shape		An image drawn using one continuous line or many separate ones that join.
Design and Technology Key Knowledge		
17. Exploring existing products involves handling or trying them out. 	18. Materials can be joined by gluing, folding, taping or tying. 	
19. Using a plan means following it so the final product looks and functions in the planned way. 	20. A product has worked well if it meets the design criteria. 	
Design and Technology Key Vocabulary		
assemble		To put pieces together to make something.
design		The process of planning how something will look or work before making it.
existing		Something that is already there or already made.
join		Connecting two or more materials.