



Moon Zoom Learning Objectives



Week	Science	Computing	D&T	History
Engage	Describe properties of a material using everyday language or simple science vocabulary (e.g. hard/soft or bendy/not bendy)	Complete simple tasks on a computer by following instructions.	Draw a simple picture of an intended design with basic labelling.	
Develop	Name a range of everyday materials including wood, plastic, metal, rock and glass.	Give simple instructions to everyday devices to make things happen.	Describe how an existing product works (e.g. 'the toy moves when I turn the handle').	Sequence the story of a significant historical figure.
Develop	<p>Talk about their findings and explain what they have found out.</p> <p>Group and sort materials according to their simple physical properties.</p> <p>Use everyday or simple scientific language to ask and/or answer a question on given data.</p>	Discuss and share how and when they use ICT in everyday life.	Use wheels, axles, levers and sliders.	Use simple vocabulary to describe passing of time (e.g. now, then, long ago, before and after).
Innovate		Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	
Express				

