Personal Social Health Economics What are rules and do we need them?		VFS Spring 1 Topic mat What are mate		Science What are materials and how are they used?	
Vocab KIRFs	What are rules? Rules are instructions that tell you what you are and what you are not allowed to do. Why are rules needed? Rules are needed so people know what is acceptable and expected and what is not. Belonging- a connection to a thing or place. Community-a group of people living in the same place or having things in common. Need- what is required to be successful. Want- something that is wanted but not always		Once upon a time Help your child with their topic learning by asking them the Key Instant Recall Facts (KIRFs)	Vocab KIRFs	What are materials? Material is what something is made from. What are common everyday materials? wood, plastic, glass, metal, water, and rock. What is an object? An object is something you can see, hold, or feel. Suitable- The right choice for that job/purpose. Waterproof- an object that does not let water pass through it. Properties-how a material type can be described.
	Design Technology is a free-standing structure and how can it be creat	ted?	regularly. By the end of this half term all children should be able to remember and say these key facts.		(soft, hard, waterproof, absorbent, light, heavy, bendy, stiff, rough, smooth, warm, cold, stretchy, shiny or dull) Religious Education Who is Jewish and how do they live?
KIRFs	What is a free-standing structure? A structure that is not attached or supported by something.		Tick off each question when they can answer it confidently. Thank you for your continued	KIRFs	Who do Jewish people believe created the world and how long did it take? Jewish people believe that God created the world in six days and on the seventh day rested.
Vocab	Structure - A building or other object that is constructed from several parts. Construct- to build or make something.		support.	Vocab	Faith- to be believe that something is true, even without proof. Torah- the Jewish special book.