

Driver 1 Disciplinary Knowledge and Skills	Driver 2 Disciplinary Knowledge and Skills
<ul> <li>This is knowing how historians investigate the past, and how they construct historical claims, arguments and accounts. Pupils build up this knowledge progressively as they move through the school.</li> <li>Chronology – having a secure overview of major developments and periods to contextualize new knowledge, as well as making connections within and throughout periods of time studied</li> <li>Sources and Evidence – how we know about the past: a source may present a viewpoint, position or bias from the time as well as the attitudes, beliefs and culture. It is important to evaluate their usefulness and reliability</li> <li>Cause and Consequence – the reason and result of the things that happened in history</li> <li>Change and Continuity – how key people, places and events changed or stayed the same over time</li> <li>Similarity and Difference – compare similarities and differences: what stayed the same and what was different between people, places and points of view? Why?</li> <li>Historical significance – why people, events and ideas are important in our studies</li> </ul>	This is knowing how to carry out practical procedures using different equipment and to collect, use, interpret, understand and evaluate the evidence from scientific processes:  Planning: Asking questions, fair testing, setting up simple tests Doing: Using different equipment safely, making systematic and careful observations Recording: Obtaining evidence, classifying and identifying, recording findings in a variety of ways (e.g. drawings, labelled diagrams, keys, bar charts, graphs and tables) Concluding: Suggesting answers, reporting, presenting (in oral and written forms)  Evaluating: Seeking patterns, making predictions for the future
Driver 1 Key Vocabulary	Driver 2 Key Vocabulary
<ul> <li>Tier 2: same, different, important, order, timeline, invention</li> <li>Tier 3: hot air balloon, artefact, burner, envelope</li> </ul>	<ul> <li>Tier 2: object, material, property, test, prediction, air, heat, cool, change</li> <li>Tier 3: natural, manufactured, wood, metal, plastic, glass, wool, cotton, nylon, wicker, leather, shiny, rough, smooth, hard, soft, flexible, rigid, heavy, light, absorbent, magnetic, waterproof</li> </ul>
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Driver 1 Sequence	Driver 2 Sequence
<ol> <li>WALT: ask historical questions</li> <li>WALT: know who invented hot air balloons</li> <li>WALT: understand how hot air balloons work</li> <li>WALT: order events</li> <li>WALT: look closely at sources to find out about important people in hot air ballooning</li> <li>WALT: understand how Don Cameron's actions changed ballooning in Bristol</li> <li>WALT: show what we have learnt</li> </ol>	<ol> <li>WALT: understand the difference between the object and the material.</li> <li>WALT: describe properties of materials.</li> <li>WALT: sort materials.</li> <li>WALT: test materials.</li> <li>WALT: carry out a test (choosing our own question).</li> <li>WALT: carry out a test (investigating waterproof materials).</li> <li>WALT: use our knowledge to design our own hot air balloon.</li> </ol>
Ongoing Continuous Provision	Ongoing Continuous Provision
<ul> <li>Role play area with items related to hot air balloons (basket, burner, envelope, warm clothes, camera, notebook, etc.)</li> <li>Materials to make hot air balloon collages</li> <li>Old photos and timelines of history of flight/balloons</li> <li>Books and stories about hot air balloons</li> <li>Music and songs related to hot air balloons</li> <li>Exploration of fabric to create own hot air balloons</li> <li>Videos and stories about hot air balloon adventures (e.g., "Raccoon and the Hot Air Balloon," "Sebastian and the Balloon," etc.)</li> </ul>	<ul> <li>Topic-related books (both fiction and non-fiction)</li> <li>Water tray with containers to fill and ice cubes</li> <li>Treasure baskets for sorting materials</li> <li>Collage materials for creative activities</li> <li>Feely bags and materials for tactile exploration</li> <li>Magnets for investigations</li> <li>Clay for modelling and testing materials</li> <li>Sand tray for sieving wet and dry sand</li> <li>Bowls of different substances (e.g., flour, sugar, lentils, peas) for sorting and testing</li> <li>Playdough, junk modelling, and plasticine for hands-on activities</li> </ul>