

Key Stage 1

Year 4

Terms 3 & 4

Toys shops to look at puppets
Visit a puppet show

Community Visit

Write a playscript
Create a performance/ puppet show
Video or take photographs of their show
Analyse and evaluate the performance
Acting out nursery rhymes and familiar tales with puppets

Drama

Punch and Judy and puppets at the beach – first recorded in 1662.
Puppeteers performed Guy Fawkes stories and stories from the Bible.
How puppets have changed – materials, facial features, design.

History

Puppets from around the world – shadow puppets from China, rod puppets from Indonesia
Famous puppets and puppeteers - Pinocchio, Orville, Sooty, Keith Harris, Rod Hill and Emu, Bagpuss, Elmo, Rosie and Jim
Ventriloquism

Other

Puppet on a String

History, Drama and DT



Sensory

Light and dark with shadow puppets
Tracking lights
Switch activated light sources
Exploring different materials to make puppets
Taste, textures, sounds and smells related to the beach/
Punch and Judy
Different coloured lights

Create a planning sheet for a puppet – materials, type, colour
Making a range of puppets – string, shadow, finger, hand/ glove, rod, pop up etc.
Use a range of techniques – sewing
Evaluate their design and puppet
Design a costume for a puppet

DT

Puppets on a String

During this topic the pupils main focus will be on History, Drama and DT, other subjects may be covered as part of cross curricular links.

CLL	Maths	ICT/Computing	PSHCE	PE
Read Puppets around the World by Gina Nuttall	Pattern and symmetry with puppet	Researching puppets	Expressions and feelings of different characters	Different movements like a puppet
Advertisement for a puppet show	Sequencing	Designing puppets on the computer	Social skills	Knock down the puppets (skittles game)
Describing different puppets	Odd one out	Take photographs/ videos of puppets and shows	Learning to work together	Knock the puppets off the target
Write instructions on making a puppet	Colour by numbers	Poster for a puppet show	Acting out self-help skills with puppets	Throw puppets towards a target