

English

Information text based on chosen animals group. To produce extended captions, understand contents, index, blurb and other features of the text. To pose questions, scan texts and write non-fiction texts using model texts adopting headings, sub-headings and labelled diagrams.

Poetry – On a theme – identifying poetic techniques.

Geography

Begin to understand similarities and differences through studying the physical geography of different animal habitats. Identify the location of hot and cold areas of the world using world maps. Become more familiar with the seven continents and five oceans of the world. Develop an understanding of the dilemmas caused by human activity.

PE

Dance - We will be creating and performing short dances that communicate different moods, feelings and ideas. This will be inspired by animals and water and led by Sara Waller Dance Specialist
Games – Striking and fielding - basic game playing skills - particularly throwing and catching.



RE- Special World

To understand that within the natural world, processes of transformation occur. Why St. Francis of Assisi is special for some Christians. To understand that human beings have a relationship with the natural world. To understand the reasons for caring for our local environment. The Creation story

Art

Symmetry prints, camouflage backgrounds painting/printing, animal sketching, dipping and dying, Clay owls – pinch pots.

Looking at the work of Henri Rousseau.

Animal Kingdom

Topic Web (6 weeks)

Year 1/2 Hawks Class

Mrs Young

Science

Understand that a force makes things move. Recognise that for a change in direction and speed there is a cause. Be able to define gravity and the changes that occur with friction. Be able to complete an investigation and make a sensible prediction. Understand natural forces of nature and how they shape and affect our world.

Maths

Number and place value - finding and counting in fractions. Addition and subtraction – doubling and halving, subtraction by counting on and back. Measure – Naming 3D shapes and identifying their properties and time. Multiplication and division. Begin to use landmarked lines to work out multiplications. Number and fractions – place value in 3-digit numbers. Finding change and also finding the difference. Writing place value additions.

ICT

Internet Research – children use the internet to gather information on animal choices. Search technology effectively and safely. Use an increasing range of computer programs. Be able to predict the the behaviour of a simple program cont. Symmetry in paint.