

Communication, Language and Literacy

- Label parts of animals
- Description of animals
- Label an animal, plant and habitat.
- Create a 'Missing' poster for an escaped zoo animal.
- Look at pictures and books for information about living things and their habitats.
- Plan a story about a lost animal
- Description of pets that pupils have
- Animal themed poetry
- World book day 5.3.2020

Outdoor Learning

Explore a range of habitats in the local area eg coast, woodland, fields, rivers, ponds.

Visit to farms to see livestock habitats

Identify the trees in the local community using identification books.

Maintenance of John Muir garden project at Allanton

RE (Festivals/Celebrations)/PSHE

Holocaust memorial day 27.1.20

Chinese New Year 25.1.20

St Davids Day 1.3.20

Shrove Tuesday 25.2.20

Ash Wednesday 26.2.20

St Patricks Day 17.3.20

Purim 9.3.20

Holi 10.3.20

Mothering Sunday 22.3.20

Oak Class -Spring 2020

Theme: Living things and their Habitats

A class theme will incorporate the National Curriculum guidance below:

Science

Explore and compare the differences between things that are living, dead, and things that have never been alive

Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other

Identify and name a variety of plants and animals in their habitats, including microhabitats

Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food

Personal, Social and Emotional Development

- Continue with community gardening project
- Develop class business enterprise
- Use inspiration from animals to consider human life cycles
- Explore different foods and tastes using senses

Physical Development.

- Use animal actions as a catalyst for warm up in PE
- Explore fish movements and adaptations in swimming lessons

Mathematics

- Order and group animals
- Count and sequence animals.
- Compare, measure and order living things
- Describe position, movement and direction
- Count animals in 2's 5's etc
- Make animal pictures using 2D shapes
- Group living things by characteristics
- Use pictogram, block graph or bar chart to record pets kept by their class.

Expressive Art and Design.

- Draw animals and habitats
- Design and create an imaginary animal using modelling clay
- Make collage of habitats for display
- Weave a nest from natural materials for a small animal.
- Create an animal model using wire frame and papier mache
- Create a habitat in a box.
- Trees, branches and leaves as a artwork theme

SMSC

School council, school assemblies, Eco code, class rules, PSHE, Music, Citizenship