

Topic Overview

ENGLISH: <ul style="list-style-type: none">• Write a recount• Animal descriptions• Story writing		ART: <ul style="list-style-type: none">• To create animal art in the style of a famous artist (Pablo Picasso)		DESIGN & TECHNOLOGY: COOKING AND NUTRITION: <i>Article 24</i> <ul style="list-style-type: none">• To design, plan, build and evaluate a shelter for an animal/person	
MATHS: <ul style="list-style-type: none">• Fractions of shape and amounts• 2D and 3D shape• Problem solving and reasoning• Measurement of length and temperature		SCIENCE: <ul style="list-style-type: none">• Understand that animals, including humans, have offspring which grow into adults• Learn basic needs of animals• Understand and identify habitats and micro habitats• Recognise natural and man-made habitats of animals• To identify and name different animals/insects and their microhabitats• To understand that not all animals live in their natural habitat for differing reasons (extinction, pets)• To understand why some animals become extinct and how charities are trying to overcome this.		HISTORY: <ul style="list-style-type: none">• Learn about significant historical people (Mary Seacole and Mary Anning) and compare the two.	
				GEOGRAPHY: Global Learning Link <ul style="list-style-type: none">• Recognising similarities and differences between homes in UK and homes in Jamaica (non-European country)• To compare features and climate of the UK and Kenya	
PSHE/THRIVE: <i>Article 13</i> Following the Jigsaw Programme of Study	VISITS & ENRICHMENT: <u>PENDING COVID REGULATIONS</u> School trip to Marwell zoo to recognise animals in their artificial habitats.	COMPUTING: <i>Article 17</i> <ul style="list-style-type: none">• Understand and use algorithms	PHYSICAL EDUCATION: <ul style="list-style-type: none">• Hockey	MUSIC: Following the Charanga programme of lessons	