

Geography

Children will make a picture map of an imaginary zoo or wildlife park using simple symbols and a key. Use symbols to show which animals live where and include other features such as roads, woodland, water sources and buildings.

Children also will locate the world's seven continents on a world map and identify some countries and continents that are home to different species of big cat. They will explore the characteristics of one location, including its climate and vegetation,

PSHE

Children will recognise that our bodies belong to us, and we need to look after them • when contact with others is appropriate and how this can be a source of comfort • when contact with others is inappropriate • what to do when we feel contact is unsafe or inappropriate They will recognise the different reasons we may use the internet • the importance of keeping personal information safe • how to stay safe on different online platforms • the importance of reporting to adults when we feel unsafe online.

PE

Throughout the year the children will develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. In this term the focus for PE will be hockey.

Computing

Children will learn about algorithms and start to learn about coding. Children will also learn how to write and draw on computers.

PAWS, CLAWS AND WHISKERS -2023 SPRING 2

Science

Children will group ,classify and sort animals based on where they live and what they eat. They will also specify animals and learn what carnivores, herbivores and omnivores means.

They will identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.

Children will explore and gather data about all type animals.

Art/DT

Use a range of drawing equipment, such as hard and soft pencils, to make line drawings of familiar animals. Use different types of lines to add special features, such as fur, feathers and scales and use different types of lines to add special features, such as fur, feathers and scales. They will be encouraged to experiment with different equipment to create the desired effects. Children could use a computer graphics package to draw pictures using various pens,

English

From breakfast to dinner, dusk to dawn, children will love spending the day with this curious lion cub. A new series of children's books focused on the way our young animal friends spend a day begins with a curious lion cub. Minding his mother and playing with his father, this little lion can't help chasing trouble and fun as he explores the little corner of that big blue planet he shares with us. Overall aims: To write for meaning and purpose in a variety of non-narrative forms . To know where information can be found in non-fiction texts · To know that information can be retrieved from a variety of sources · To use talk to give explanations and opinions · To identify some of the features of non-fiction texts · To sustain relevant listening, responding to what they have heard with relevant comments and questions. To use vocabulary influenced by books · To enjoy an increasing range of books · To compose and perform own poetry



Maths

Children will be able to use the making 10 strategy to count numbers above 10. They will able to represent numbers on a number line. Children will be able to use the ten-frame method of organisation and place-value cards to assist them in writing numbers to 40. They will be encouraged multiple ways of counting, including counting by 5 and 10. They will be able to use place value to compare two or three numbers and determine which number is bigger or smaller. They will be able to compare numbers using number bonds, 100-squares and number lines to determine how much more/less. They will be able to use and apply concepts of how many more and how many fewer/less. They will apply all of these to solve word problems. They will also be adding equal groups, making equal rows and making doubles of 2,5 and 10.