

Literacy

Write instructions for being a good zoo keeper

Character description – **The Pet Person, by Tony Ross and Jeanne Willis**

Top Trumps themed writing – What pet are you?

Fable writing/Tinga Tinga Tales focusing on beginning, middle and end – **How the _____ (animal) got its - _____ (a feature on the animal)**

Traditional tale – A traditional tale with an animal character as the main character – focus on story language

The Animal Boogie – by Debbie Harter

Chessington Zoo Trip Recount

Personal, Social and Emotional Development

PSCHE: Good to be me

Doing something to be proud of
Responding in an assertive way
Helping someone with a worry
Stopping and thinking when they are angry

R.E.: Islam

To know that Allah is the Islamic name for God
To know that Muslims believe that Allah is the one true God and that he is the Creator who provides all things
To learn about Islamic values including
- home and family life for children
- respect for each other, parents, elders and children
- honesty and good manners
- responsibility for all creation

Understanding the World

GEOGRAPHY:

Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this level stage
Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features, devise a simple map; and use and construct basic symbols in a key

SCIENCE: Animals including ourselves

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
Identify and name a variety of common animals that are carnivores, herbivores and omnivores
Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
Identify and classify
Gather and record data to help in answering questions
Perform simple tests

Computing: Multimedia

Use technology purposefully to create, organise, store, manipulate and retrieve digital content

SPRING TERM 1 2018

Activities

Paws, Claws and Whiskers Year 1

Physical Development

Dance (3):

Explore changes of speed, level and direction using the 5 basic actions (travel, gesture, jump, balance and turn)
Explore changes of size in partner dances
Create a short dance with a partner using one change of level and one change of speed – **animal-like movement**

Games (2):

To move safely and actively about the space
To throw and catch underarm individually and with a partner
To throw overarm on own to a target
Retrieve a ball and return it to a partner
Track and intercept a ball
Play a game with a partner using throwing and retrieval skills
To perform a sequence of 3-5 movements with a partner

Mathematics

Please see weekly objectives

Expressive Arts and Design

ART: 3D Models

Use a range of print-making and collage materials to make patterns based on the natural markings of animals skins/fur – e.g. leopard skin

Create an imaginary version of a familiar pet.
Design the model of the imaginary pet changing aspects such as colour etc

Art Review – Look at the work of some contemporary pet portrait artists. Talk about what they see, give opinions, take part in imaginary talk-give the animal a name and create a story about them.

Music: Singing

Children should learn to use their voices expressively and creatively by singing songs and speaking chants and rhymes

Shopping List Song for working memory- 'If I had a pet its name would be...'

Engage: Jungle Animal Themed Day

Express: Animal Booklet