Spring 2 2020
Year 1

Animals

The key knowledge to support this topic

- to group and identify animals as fish, amphibians, reptiles, birds or mammals
- to group and identify animals as a carnivore, herbivore or omnivore
- to understand that algorithms are precise instructions
- to understand how to overcome obstacles to achieve a realistic goal
- to understand how to work well with a partner

In this topic the children…
- will identify and sort animals based upon their diet, appearance and home environment
- will understand the terms carnivore, herbivore and omnivore
- will create a junk model animal with a moveable part
- will recognise the use of common technology beyond school to make bird feeders
- will weave materials to create an animal sequence / pattern

The key vocabulary to support this topic
Science - carnivore, herbivore, omnivore, diet, mammal, amphibian, reptiles, birds, fish, animals, diet, climate, environment, fur, scales, blood, teeth, wings, tail, ears, eyes, nose, mouth, teeth
Design and technology - movement, leaver, slider, join, measure, accurate, secure, weave, materials, sequence, pattern
Computing - technology, algorithms, apps, instructions, purposeful, digital content

Thorpepark 50

9 - read a book in the library
24 - get a golden ticket and sit at the golden table

The key skill I will use during topic
Science - working scientifically, identifying and classifying, asking simple questions
Design and technology - creating simple mechanisms, weaving, creating and observing patterns and sequences, joining materials
Writing - sentence construction, forming letters correctly, capital letters and full stops, composing a short narrative, finger spaces, rereading what they have written to check that it makes sense
Computing - following precise and unambiguous instructions, recognising common uses of information technology beyond school, using technology to retrieve digital content

Science

	Science Assessment
👀	Name 3 features of a mammal
🔍	Name a reptile and an amphibian
💡	Why don't dogs fly?
💎	Name a carnivore and explain what they might eat.

Jigsaw (dreams and goals)
- Writing a realistic goal
- Working with a partner to create an enrich robot monster - cc maths
- Stepping stones to success

We will be reading

RE
Key Question: why was Jesus welcomed like a king or celebrity by the crowds on Palm Sunday?
- Investigate
- Discuss
- Evaluate

Design and technology
- design, create and evaluate junk model animal with a moveable part
- create a collage animal by joining together different materials and components

Maths
- place value
- length
- height
- weight / volume
- positional language

We will be writing
- simple sentences
- short narratives
- character descriptions
- poems
- setting descriptions
- letter
- recount

Cross curricular computing
- algorithms (animal 4D+ cards)
- to understand technology beyond the classroom (bird feeder)
- to use technology to retrieve digital content (animal 4D+ cards)