



Wow Starter: Greet children dressed as a park keeper holding a bucket of fish!

Final Event: Visit to Banham Zoo

LITERACY

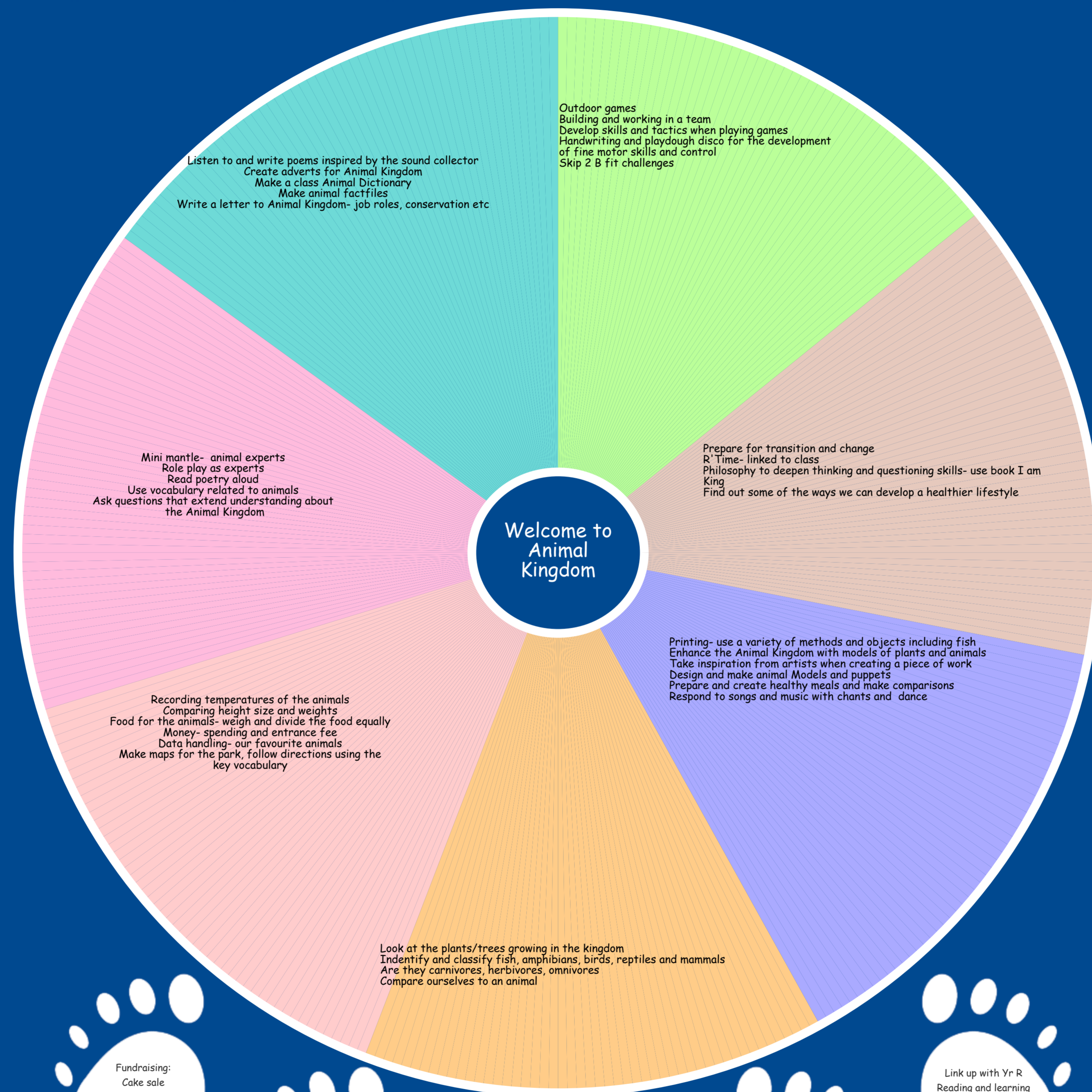
- Reading - comprehension KS1**
- e11 listening to and discussing a wide range of poems, stories and non-fiction at a level beyond that at which they can read independently
 - e12 being encouraged to link what they read or hear read to their own experiences
 - e15 learning to appreciate rhymes and poems, and to recite some by heart
 - e16 discussing word meanings, linking new meanings to those already known
- Writing - composition KS1**
- e44 composing a sentence orally before writing it
 - e46 re-reading what they have written to check that it makes sense
- Writing - vocabulary, grammar and punctuation KS1**
- e51 joining words and joining clauses using and
 - e52 beginning to punctuate sentences using a capital letter and a full stop, question mark or exclamation mark
 - e53 using a capital letter for names of people, places, the days of the week, and the personal pronoun 'I'

COMMUNICATION AND LANGUAGE

- KS1**
- sl2 ask relevant questions to extend their understanding and knowledge
 - sl6 maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments
 - sl7 use spoken language to develop understanding through speculating, hypothesising, imagining and exploring ideas
- sl9 participate in discussions, presentations, performances, role play, improvisations and debates
 - sl11 consider and evaluate different viewpoints, attending to and building on the contributions of others

MATHEMATICS AND COMPUTING

- Number - number and place value KS1**
- m2 count, read and write numbers to 100 in numerals: count in multiples of twos, fives and tens
- Number - multiplication and division KS1**
- m10 solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.
- Measurement KS1**
- m14 lengths and heights [for example, long/short, longer/shorter, tall/short, double/half]
- Geometry - position and direction KS1**
- m15 mass/weight [for example, heavy/light, heavier than, lighter than]
 - m16 capacity and volume [for example, full/empty, more than, less than, half, quarter]
 - m19 lengths and heights
 - m20 mass/weight
 - m21 capacity and volume
 - m23 recognise and know the value of different denominations of coins and notes



Welcome to Animal Kingdom

Outdoor games
Building and working in a team
Develop skills and tactics when playing games
Handwriting and playdough disco for the development of fine motor skills and control
Skip 2 B fit challenges

Prepare for transition and change
R' Time-linked to class
Philosophy to deepen thinking and questioning skills- use book I am King
Find out some of the ways we can develop a healthier lifestyle

Printing- use a variety of methods and objects including fish
Enhance the Animal Kingdom with models of plants and animals
Take inspiration from artists when creating a piece of work
Design and make animal Models and puppets
Prepare and create healthy meals and make comparisons
Respond to songs and music with chants and dance

Recording temperatures of the animals
Comparing height size and weights
Food for the animals- weigh and divide the food equally
Money- spending and entrance fee
Data handling- our favourite animals
Make maps for the park, follow directions using the key vocabulary

Mini mantle- animal experts
Role play as experts
Read poetry aloud
Use vocabulary related to animals
Ask questions that extend understanding about the Animal Kingdom

Listen to and write poems inspired by the sound collector
Create adverts for Animal Kingdom
Make a class Animal Dictionary
Make animal factfiles
Write a letter to Animal Kingdom- job roles, conservation etc

Look at the plants/trees growing in the kingdom
Identify and classify fish, amphibians, birds, reptiles and mammals
Are they carnivores, herbivores, omnivores
Compare ourselves to an animal



OUTDOOR LEARNING

Skip 2 B Fit
Learning to reflect CLJ indoors
Games
Wild about Reading in the woods



PHYSICAL EDUCATION

- KS1**
- pe1 I can run safely, controlling my speed and direction
 - pe1.5 I can co-operate with a partner or small group to develop my skills, showing awareness of others' needs
- pe2 I can play simple team games showing awareness of my team-mates and opponents and understanding the importance of the rules
 - pe2.1 I can think of simple tactics to help attack or defend in a team game

PSED & RELIGIOUS EDUCATION

- PSED Developing confidence and responsibility and making the most of their abilities KS1**
- pc18 Take and share responsibility, for example, for their own behaviour.
- KS1**
- ph4 Begin to make simple choices that improve their health and well being.
- PSED Developing a healthy, safer lifestyle KS1**
- ph6 Begin to understand that certain actions spread disease.
- ph7 Identify the main parts of the body.
- RE - Learning From Religion KS1**
- rf14 Reflect on ideas of right and wrong and how this relates to their own behaviour.
 - rf15 Recognise that religious teaching and ideas make a difference to individuals and families.
- Learning About Religion KS1**
- ra9 Name and explore a range of worship styles.

EXPRESSIVE ARTS AND DESIGN

- KS1**
- ad9 I can show you how ideas from famous people have helped me to create my own work
- Design KS1**
- dt4 I can make a realistic model of my design
- Make KS1**
- dt9 I can select the appropriate materials and tools for my design
 - dt10 I can create things using a variety of materials and components, including construction materials
- Evaluate KS1**
- dt16 I can talk about how closely my finished product matches my design
- dt17 I can talk about what worked well with my product and how it could be improved
- Technical knowledge KS1**
- dt18 I have made models and can explain how to make them stronger
- Cooking and nutrition KS1**
- dt23 I know that a healthy diet has a variety of foods that I can use in the dishes I prepare
- KS1**
- mu2 I can repeat chants and rhymes with expression
 - mu10 I understand loud/quiet, fast/slow and high/low

UNDERSTANDING THE WORLD

- Working scientifically KS1**
- sc3 observing closely, using simple equipment
 - sc5 identifying and classifying
 - sc6 using their observations and ideas to suggest answers to questions
 - sc7 gathering and recording data to help in answering questions.
- Plants KS1**
- sc8 identify and name a variety of common wild and garden plants, including deciduous and evergreen trees
 - sc9 identify and describe the basic structure of a variety of common flowering plants, including trees.
- Animals, including humans KS1**
- sc10 identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
 - sc11 identify and name a variety of common animals that are carnivores, herbivores and omnivores
 - sc12 describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)
 - sc13 identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Welcome to Animal Kingdom - Stage Coverage

UNDERSTANDING THE WORLD

Working scientifically **KS1**

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- **m23** recognise and know the value of different denominations of coins and notes

Geometry - position and direction **KS1**

- **m30** describe position, direction and movement, including whole, half, quarter and three-quarter turns.

PHYSICAL EDUCATION

KS1

- **pe1** master basic movements including running
- **pe1.5** master basic movements and begin to apply these in a range of activities
- **pe2** participate in team games
- **pe2.1** in team games, develop simple tactics for attacking and defending

EXPRESSIVE ARTS AND DESIGN

KS1

- **ad9** about the work of a range of artists, craft makers and designers, making links to their own work.

Design **KS1**

- **dt4** model and communicate their ideas through mock-ups

Make **KS1**

- **dt9** select from and use a range of tools and equipment to perform practical tasks
- **dt10** select from and use a wide range of materials and components including construction materials

Evaluate **KS1**

- **dt16** evaluate their ideas
- **dt17** evaluate their products against design criteria

Technical knowledge **KS1**

- **dt18** build structures, exploring how they can be made stronger

Cooking and nutrition **KS1**

- **dt23** use the basic principles of a varied diet to prepare dishes

KS1

- **mu2** use their voices expressively by speaking chants and rhymes
- **mu10** experiment with the inter-related dimensions of music.

LITERACY

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Welcome to *Animal Kingdom*