



<p><b>Launch:</b>                  Visits/Trips: library to look for topic related books                  Local vets                  Newquay Zoo</p>	<p><b>Term Summer 1 Paws, claws and whiskers</b></p>	<p><b>Year 1</b></p>	<p><b>Teacher: Kate Horsley</b></p>	<p><b>Outcome:</b></p>
<p><b>RELIGIOUS EDUCATION</b>                  Beliefs, teaching and sources                  Values and commitments                  Holy scriptures                  Places and people special to                  Meaning, purpose and truth                  Identity and belonging                  Celebrations                  Special books and stories                  Special people                  Special places                  Special World</p> <p><b>WRITING</b>                  Speaking &amp; Listening                  Phonics &amp; Spelling                  Punctuation                  Word Structure (Grammar)                  Sentence Construction (Grammar)                  Handwriting and Presentation                  Drama                  Story                  Poetry                  Letter                  Playscript                  Newspaper report                  Persuasive                  Instruction                  Recount                  Explanation                  Non-chronological report                  Autobiography                  Biography  <b>MATHS</b>                  Problem Solving                  Communicating                  Reasoning                  Number and place value                  Mental math's                  Operations - addition                  Operations - subtraction                  Operations - multiplication                  Operations- division                  Written method - addition                  Written methods - subtraction                  Written methods - multiplication                  Written methods - division                  Fractions and decimals                  Geometry - 2 shapes                  Geometry - 3d shapes                  Position and direction                  Measures - length                  Measures - mass                  Measures - capacity and volume                  Measures - time                  Statistics - processing and representing                  Statistics - Interpreting data</p>	<p><b>English</b>                  Recounts                  Share experiences about their own pet, describe their needs and how they look after them.                  Children bring in animal 'treasures' from home and a photo of their pet to provide a stimulus for their writing.                  Pet labels of items. Pets have, eat, can... Make a list of pets                  Story 'The Great Pet Sale' create a book review                  Posters and leaflets. Create a missing lost pet poster. Look at information books and leaflets about pets. Pet posters and leaflets on how to look after a pet. Advert for Pet for Sale.                  Retell and sequence the story 'The Tiger Who Came To Tea' Talk about characters, events and feelings.                  Retell the story pretending to be Sophie or the tiger and recount the day's events.                  Write a list of the food the tiger would find in their cupboard or fridge.                  Use a variety of non-fiction books to find out about tigers, where they live, what they eat, what they do. Make a 'Tiger Care' booklet of what to do if a tiger came to their house.                  Listen to Rudyard Kipling's 'Just so' story 'How the Leopard got his spots' Retell the story with picture cards and make their own 'zig-zag' books. Recount story in their own words and illustrate. Extend children's experience of the 'Just So' stories by showing 'Tinga Tinga Tales' animated African folk tales, which explain how animals got their particular characteristics. Choose a pet and create a group story to explain how it got its unique features i.e. How the rabbit got long ears.                  Story telling Dear Zoo                  Make own flap book with different animals.                  Write a letter to the zoo. I would like a pet but it must not be because...                  Adjectives how would you describe a...?                  'Escaped' animal writing                  Recounts Zoo visit                  A day in the life of a zoo keeper. Watch film clip about a day in the life of a zoo keeper.                  Discuss the jobs they have to do and the types of animals they look after                  Write instructions on how to be a good zoo keeper</p> <p><b>SMSC</b>  <b>Recognizing good and bad choices, keeping safe, making a positive contribution</b>                  Share experiences and feelings. Reflect on the awe and wonder of nature. New life in the spring. Recognize we all have different opinions.                  Know how to care for pets and other animals                  Conservation Discuss endangered species and how we can make sure they survive. Look at the role of the WWF and adopt a tiger (£2 per child) fundraising through good deeds at home.</p> <p><b>British values</b>                  Class rules. Our Golden Rules                  Making choices and valuing others ideas and opinions                  Celebrating our successes and praising each other                  Celebrating traditions i.e. Easter</p> <p><b>Mathematics</b>                  Pictorial graph of our favourite pets.                  Money, pet shop                  Direction map work. How to get from the lions to the elephants.                  Measurement length and weight of animals.</p>	<p><b>Art and Design and D and T.</b>                  Use a range of different drawing materials to create pictures of pets. Draw the animals shape and outline and recognizable features. Think about their textural qualities and patterns.                  Look at contemporary pet portrait artists.                  Make large scale paintings and collages of various big cats. Experiment with patterns, textures and colours.                  Make 3D structures using clay                  Make moving 2D models of an animals using split pins.                  Design and make a label for a can of tiger food. Explore labels from different tin cans check out the information provided.                  What is included? Talk about how the label is made attractive for people to buy.                  Look at animal patterns and camouflage. Choose an animal and camouflage it with a background                  Make animal masks                  Design and make an enclosure for a zoo animal. Think about what it needs.</p> <p><b>Outdoor Opportunities</b>                  Weekly Forest School                  Creating maps of areas around school                  Making a natural environment for an animal                  Scavenger hunt</p> <p><b>Science</b>                  Sort animals into different categories, mammals, amphibians, reptiles, fish, birds, and insects                  Sort pets into groups according to the type of food they eat. Introduce terms carnivore, herbivore and omnivore.                  Compare the basic body parts that humans have in common with big cats.                  Identify similarities and differences. Talk about why our body parts look different and explain why they think the different features are fit for purpose.                  Look at some familiar animal species I.e. spiders or dogs. Talk about the similarities and differences between animals of the same species, comparing their sizes, colouring, patterns and features.                  Ask questions, how are these spiders the same/different?                  Investigate variations amongst themselves. Think about the features common to everyone and how they can vary i.e. eyes, hair, and fingerprints.                  Create a fact about an animal.                  Play a game of 'I know....' Choose a picture card of an animal and complete a sentence about it.                  Zoo habitats. Show pictures of zoo habitat and the wild habitat.                  Compare them looking at how the zoo has accommodated for the animal.</p> <p><b>PE</b>                  Think about the ways familiar animals move, explore their movement through dance. Curling, stretching, climbing, jumping, balancing, rolling                  Use animal masks in dance to create movements.</p>	<p><b>ART AND DESIGN</b>                  Investigating and Exploring                  Drawing                  Painting                  3D Modelling                  Printing                  Textiles</p> <p><b>DESIGN AND TECHNOLOGY</b>                  Planning                  Evaluation                  Tools and Materials                  Axles, Pulleys and Gears                  Electrical and Mechanical Components                  Food Technology                  Mechanisms                  Structures                  Textiles</p> <p><b>GEOGRAPHY</b>                  Geographical Enquiry                  Geographical Skills                  Places                  Processes and Patterns                  Sustainability</p> <p><b>HISTORY</b>                  Finding Out About the Past (Enquiry)                  Finding Out About the Past (Chronology)                  Historical Events                  Lifestyles of People in the Past                  Significant Historical People</p> <p><b>SCIENCE</b>                  Planning                  Recording Evidence                  Conclusions                  Changing Materials                  Electricity                  Environment                  Forces &amp; Motion                  Green Plants                  Humans &amp; Animals                  Life Processes                  Light and Sound                  Materials and their Properties                  Variation &amp; Classification</p> <p><b>Music</b>                  Play &amp; Perform                  Improvise, Experiment &amp; Compose                  Listen, Appreciate &amp; Respond                  Music History</p> <p><b>PE</b>                  Gymnastics                  Dance                  Games</p>	

## Paws, claws and whiskers