Science

Animals and their Habitats.

Learn about a variety of living things, their similarities and differences. We will be learning to classify living things into groups.

(Explore different animal habitats, wormery, bug hotel and tadpoles)

Work around forest school.

English

Narrative.

Describe a day in the life of a chosen animal.

Write a story about daily life in a Zoo.

Non Narrative.

Write a fact file about animals that live in different countries, including conditions, location and habitats.

Write a recount based on trip to the Life Centre.

Descriptive writing of an animal habitat and its suitability.

Report writing on the life cycle of a frog.

Computing

Data Retrieving and Organising.

To click links in a website and experiment with text, pictures and animation to make a simple slide show about a chosen animal.

To record some sounds and add it into the slideshow.

Use a digital camera to capture some images.

Year Group 2

Autumn 2

Amazing Animals



Key dates for your diary

Trip to the Centre for Life - Wednesday 21st

November 2018.

<u>PE</u>

Throwing and Catching Games

Attacking and Defending Games

Spiritual, Moral, Social and

Cultural (SMSC, RE, PSHE)

Judaism.

To continue to learn about the beliefs and practice in the Jewish faith.

To learn about change and loss and associated feelings. E.g. losing a pet.

Humanities

(Geography, History, Global Learning)

Use world maps, atlases and globes to identify countries, continents and oceans.

Focus on animals and habitats within these areas.

Art and Design Technology

Working with a range of tools to make a 3D frog out of clay.

Observational drawings and paintings of different animals.

Maths

Learn about Venn and Carroll Diagrams and link to different animals and facts.

<u>Science</u>	Year Group	<u>Humanities</u>
<u> </u>		
	<u>Term</u> <u>Topic</u>	(Geography, History, Global Learning)
	Include a picture!	
	include à picture:	
	Key dates for your diary	
	What trips/visitors are planned in linked to your topic?	
<u>English</u>		Art and Design Technology
		Art and Design Technology
	<u>PE</u>	
	_	
	Spiritual, Moral, Social and	
Computing		
Computing	<u>Cultural (SMSC, RE, PSHE)</u>	<u>Maths</u>
		Only include if it's cross curricula e.g. collecting data
		to represent linked to the topic.