

Medium Term Plan Year 1 Summer 2 – Paws, Claws and Whiskers Wiggle and Crawl



Week	Science	Geography	Art & Design/DT	Computing	PSHE/RE
Week 1 5 th June Farm animals	<p>Sc - Use everyday or simple scientific language to ask and/or answer a question</p> <p>Invite an animal owner into the classroom to talk about looking after their pet. Ask the children to think of questions they might ask the owner.</p> <p>Sc A 2 Identify and name a variety of common animals</p> <p>Sort a collection of domestic model animals into groups according to the e.g. pet, farm, wild.</p>		<p>Draw from or talk about experiences, creative ideas and observations.</p> <p>Look at and talk about a collection of paintings, drawings and sculptures of different types of familiar animals.</p>		Circle time
Week 2 12 th June Farm animals	<p>Sc A 2 Identify and name a variety of common animals</p> <p>Walk to the farm</p>		<p>Draw from or talk about experiences, creative ideas and observations.</p> <p>Look at and talk about a collection of paintings, drawings and sculptures of different types of familiar animals.</p> <p>Children design their own farm to a set criteria each farm must have 40/20 animals. Farm house animal sheds for each type of animal. Farmyard, pond, each animal must have their own enclosure. (link to Maths problem solving Mastery)</p>	<p>Computing - show an awareness of information in different formats.</p> <p>Use computers and other technologies to find images of a range of farm animals. Cut and paste their chosen pictures into appropriate software for presentation to others</p>	Circle time
Weeks 3, 4 and 5 19 th June, 26 th June 3 rd July Wild Animals	<p>Sc - Sort and group objects, materials and living things, with help, according to simple observational features.</p> <p>Look at some familiar animal species such as cats. Talk about the similarities and differences between wild and domestic cats compare their sizes, colouring, patterns and features. Look at the patterns and question why some cats have patterned fur. Talk about camouflage and animal conservation of big cats.</p>	<p>Geography - Find and name some continents on a world map.</p> <p>Look at maps and globes to find out where in the world different zoo animals originate. Include animals such as elephants, lions, crocodiles, giraffes, hippopotamuses and monkeys.</p>	<p>Art & Design - Create a simple pattern using colours and shapes.</p> <p>Use a range of print-making and collage materials to make patterns based on the natural markings of a range of animal skins and furs. Use layering, tearing, cutting, rolling, printing and gluing techniques to make their collages and prints.</p> <p>Art & Design Handle and manipulate rigid and malleable materials and say how they feel.</p> <p>Make 3-D sculptures of wild animals, with modroc. Use cutting, sticking, rolling, shaping, twisting and joining skills to create a unique sculpture.</p> <p>Art & Design - Cut and tear paper and glue it to a surface.</p> <p>Make masks of different zoo animals using different mask 'formers'. Wear their masks in zoo role play, dance or movement activities</p>		Circle time
Week 6 and 7 10 th and 17 th July Insects	<p>Sc A 2 Identify and name a variety of common animals</p> <p>Explore the school grounds for creatures that wriggle and crawl. Use magnifying glasses to identify creatures.</p> <p>Sports Day Friday 7th July</p>		<p>Art & Design - Draw from or talk about experiences, creative ideas and observations.</p> <p>Paint a picture of their favourite animal, adding details such as fur, feathers, paws, claws, scales or whiskers. Use drawing materials to add finer textural details when the paint is dry</p>	Take photos on ipads to help with identification.	Circle time