THE CIRCLE OF LIFE How do organisms live?		
Animal Club Day – Science and Art (Tuesday 30 th September)		Art exhibition to parents (Thursday 16 th October 3:15-3:45pm)
Science – Living Things		
Knowledge Block 1- Classifying living t	<u>hings</u>	
• Living things can be divided into group	ups based upon their characteristi	cs
• Classification keys help group, identif	fy and name living things • Anima	s can be classified as vertebrates (having a spine) or invertebrates
(lacking a spine)		
		ed from one organism to another when it is eaten
• If the population of one organism in	the chain or web is affected, it has	a knock-on effect to all the others
Knowledge Block 2- Life cycles		
• Mammals, amphibians, insects and b		
		s short as just a few weeks for insects, to up to 200 years for sea urchins.
Larger animals often have longer life of		
 All animal life cycles begin with grow 		
		morphosis is a process where animals undergo an abrupt and obvious
change in the structure of their body a		
	This means they live in colonies (groups) with one animal or group producing young and the others
working to care for them.		T
Games – Football, Netball, Multi-skills		PE – Dance
How can I improve on attacking and defending?		How can I improve my movement patterns?
To attack and defend effectively using a range of skills and techniques when playing games. They may be good at one or more specific game.		To use different movement patterns effectively when performing.
Music – Reading Rhythms	Art and Design - Sketching anii	mais
Identify and understand how that he patterns fit to		
how rhythm patterns fit to a steady beat using 2, 3 • Develop techniques to of drawing tools.		o create increasingly intricate textures and patterns with a growing range
and 4 metre	 Use these techniques to continue developing texture and tone. 	
and 4 metre		ent grades of pencil and begin to show consideration of choice of pencil.
		n with increasing accuracy, focusing on figures and still life.
		of third dimension and simple perspective in drawings.
RE – Avatar or God?	5 Show and awareness	Computing – Programming (Scratch Helicopter game)
What's the difference between an Avatar and God? Is there one?		BASIC SEQUENCE/REPETITION, LOOPS, SIMPLE PROCEDURES
Express creatively and describe with more detail responses		Using the Scratch program – The Helicopter Game (PRIMM)
to own experiences of concepts introduced.		Identify and predict what a 'loop' might do.
Recognise and describe how their responses relate to their		Read a basic piece of code and predict what it might do.
own lives and the wider world.		 Investigate a piece of code and answer questions about it.
 Accurately describe what has been taught and how it could 		 Modify the piece of code according to a new set of values.
be used in the tradition covered.		Explain what they had to do to change it.
 Accurately describe what has been taught and how it could 		Create their own version of the game using 'continuous'
vary within the concept and people around that concept		loops'. The helicopter will move across the screen. The other
being studied.		character will move across the screen.
 Children can understand and describe the value of concepts 		
that have been studied and can recognize the issues that		
may arise within personal experience and communities.		
PSHCE - Keeping/Staying Safe		MFL – Presenting Myself/Alphabet
Water safety:		Can I count to 20 and say where I live?
identify a range of danger signs		Can I sing the alphabet in French?
• recognise the impact and possible consequences of an accident or		
incident		

Enrichment Opportunities e.g. outdoor learning Longitudinal pond study – Science

Healthy Living:

explain what is meant by a balanced diet
 describe different ways to maintain a healthy lifestyle
 Geography, DT – not covered in this unit