



Class 2 Summer Term 2 - 2018



Topic: Paws, Claws and Whiskers

Week	English	Maths	Science	Art / DT	Humanities	RE / PSHE	Music	PE / Games	Computing
1	The Tiger Who Came to Tea – Lists – what would it find in your cupboard? Instructions for looking after a tiger who may come to tea.	Addition and subtraction	Animal habitats - grassland	Make an animal enclosure in a shoe box, evaluate Ext: design a tin label for a tin of tiger food	Identify grassland and deserts of the World	RE – Discuss special places, at home and in school. PSHE – It’s not fair!	Listen to Lions – Saint Saens Carnival of the Animals. How do we know it is about Lions? Tone, pitch, pace. What do we like/dislike about it?	PE – Dance Create a routine with galloping, skipping and hopping GAMES – running, sprinting	Tynker (Hour Code) Candy Quest
2	Yr 1 – Phonics testing Dear Zoo – Flap book, which animals would not make good pets and why?	Addition and subtraction – problem solving	Animal habitats – field and meadow	Make a lift the flap book for Dear Zoo style story	Identify climates like our own around the World	RE – Explore Jewish special places – The Ark, Torah PSHE – Good friends	Play Aquarium from Saint Saens carnival of the Animals. Guess the animal and then analyse.	PE – Dance In small groups children to create a routine with galloping, skipping and hopping GAMES – running – long distances	Hot Wheels
3	Describe Tiger in a Storm picture by Henri Rousseau What do you see? Animal’s feelings?	Time and data	Animal habitats - ocean	Look at Tiger in a Storm by Henri Rousseau - discuss Recreate background and jungle	Name the Oceans	RE – Bimah, Ner Tamid, Jewish prayer PSHE – Same or different	Create a soundscape to go with Rousseau picture. Use body sounds.	PE – Dance Introduce changes of direction into their routine GAMES – running over hurdles	Code Monsters
4	Continue Rousseau work – describe the storm. Put all of the planning together to make a story that goes with the artwork.	Multiplication and division	Animal habitats - polar	Add tiger and foreground foliage	Identify and name the polar regions	RE – Visit synagogue PSHE – Around and about the school	Add storm sounds to last week’s soundscape using untuned instruments.	PE – Dance Add changes of speed to their routine GAMES – jumping, long jump	Look at Blue Planet and identify features of an animal documentary

5	Bog Baby – prediction – ask questions, write what happens next	Addition and subtraction - money	Animal habitats – rainforest	Design a Bog Baby, could be a mixture of 2 animals eg sloth/leopard = slopard Junk modelling?	Find rainforests around the World	RE – Design a synagogue PSHE – Harold’s money	Draw a visual score so show what the music for your Bog Baby might look like.	PE – Dance Rehearse their routine to the music, ensuring that they are keeping time GAMES – throwing – foam javelin	Film a documentary about their imaginary animal. Storyboard to start with.
6	Complete Bog Baby work	Fractions, multiplication and division	Name, sort and classify English animals. Go on a bug hunt.	Make Bog Baby out of clay	Look at a map of West Midlands Safari Park and plan our route for next week.	RE – Design a community special place PSHE – How should we look after our money?	Choose which instruments/ body sounds you would use to create your music to go with your documentary.	PE – Dance Share dance routines, evaluate, make changes GAMES – throwing balls at a target	Film documentary using their animal. Record music created in music.
7	Class book about trip to the zoo. Label and annotate photos/map. Describe/recount.	3d shape and time	Trip to the zoo	Paint Bog Baby	Design a map of their dream zoo.	RE – Visit Church and compare with synagogue PSHE – sun/beach safety	Give final performance of Bog Baby music and record.	PE – Dance Final performance of this term’s dance routines GAMES – sports day	Add music to documentary . Share and evaluate documentaries.

Please note that due to unforeseen circumstances the above may change slightly at short notice.