



Class 2 Summer Term 1 - 2018



Topic: Paws, Claws and Whiskers

Week	English	Maths	Science	Art / DT	Humanities	RE / PSHE	Music	PE / Games	Computing
1	Riddles	Ordering and sequencing numbers	Classify animals: bird, mammal, reptile, amphibian and fish	Make a gift bag for London Zoo	Choose an animal and mark its natural habitat on a World map. Name continent and country	RE – Explore favourite stories, religious and others PSHE – exercise, inside my wonderful body	Music – Animal songs , add percussion	PE – Dance Create a class dance routine that uses sliding – snake/caterpillar GAMES – revise throwing and catching skills	Draw a picture of an animal, pay attention to recreating their skin
2	Explore Rudyard Kipling – Just so Stories	Fractions	Classify Animals: herbivore, carnivore and omnivore	Look at different types of animal skin – recreate an animal skin to turn into a class collage	Who is David Attenborough? Find out what he is famous for and write a biography	RE – Begin to explore Old Testament stories, link to Judaism. Noah PSHE – Unkind, tease or bully	Exploring pulse and rhythm – Music Express 1 p24	PE – Dance Children to choose either snake or caterpillar and create their own sliding dance GAMES - target throw	Crop last week's pictures so that they can do a zoom in of their animal's skin.
3	Write own Just So story for a chosen animal	Addition and subtraction	Label animals: mammal, bird etc	Animal masks – think about shape of the face, eyes, ears and skin markings	Plan a trip for David Attenborough, where would he visit each month and what animals would he find?	RE – Joseph in Genesis PSHE – Who can help?	Exploring pulse and rhythm – Music Express 1 p26	PE – Dance Class cat dance, introduce stretching GAMES – team throwing games	Google maps, explore the World and places that David Attenborough has explored.
4	Animal Poems	Multiplication and division	Learn names for common British Birds - Birdwatching	Make bird feeders	Complete David Attenborough round the World trip. Don't forget oceans and rivers.	RE – Moses in Exodus PSHE – How are you listening?	Exploring pulse and rhythm – Music Express 1 p28	PE – Dance In small groups create cat dance that shows stretching movements GAMES – Team catching games	Use Google maps to plan your Round the World exploration – link to Geography
5	Recount – a day in the life of a pet owner/ zoo keeper	Shape, time and problem solving	How to look after a pet: food, play, exercise, sleep, vet	Choose an animal to design an animal enclosure for. What would their needs	Imagine that David Attenborough found a previously unexplored island.	RE – Hannukah, Abraham PSHE – Pass on the Praise	Exploring pulse and rhythm – Music Express 1 p30	PE – Dance In small groups create an animal dance that has	Purple Mash – Treasure Map

				be? Design animal enclosure.	What might it look like? Draw a map.			sliding and stretching movements in it. GAMES – Throwing and catching games on the move	
6	Yr 2 – SATs Yr 1 - Write their own information (zigzag) book on how to look after a pet/zoo animal	Yr 2 – SATs Yr1 – money and addition – The Great Pet Sale by Nick Inkpen	Look at animals and compare similarities and differences, eg Daddy Long Legs and a spider/ hyena and a dog	Make animal enclosure in a shoebox.	Add animals to island map.	RE –Reflect on OT stories and what they teach PSHE – Harold learns to ride a bike	Exploring pulse and rhythm – Music Express 1 p32	PE – Dance Final practice of group animal dance – share with the rest of the class GAMES – Throwing and catching games on the move	Purple Mash – 2Code - Turtles
7									

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