Term 1

Topic

Woodland

What I am learning this term Key Skills



Subject	I can	Where can you find it?
Maths	Sorting woodland animals/data handling Estimating leaves / bigger / smaller Counting animals / birds / trees Repeating patterns measuring	Venn diagram/ sorting animals Measuring leaves/sticks/animals/mini beasts Patterns using leaves (outside maths)
English	Gruffalo / Leaf Man/Where the Wild Things Are Write for a variety of purposes Organise writing for its purpose Instructions - how to get to woods Recount - trip to woods Persuasion - 'look after environment' poster Invitation to a Wild Thing party Use CL, FS and FS	Recount, Discussion, Instructions, Explanation, persuasion, report writing
Science	 Notice that animals, including humans, have offspring which grow into adults. Investigate and describe the basic needs of animals, including humans, for survival (water, food and air). Identify and name a variety of common animals that are carnivores, herbivores and omnivores. 	Woodland animals Animal offspring Compare animals'/Humans' needs
What is the investigation?	Observation of habitat in the woods	Do the animals all have the same habitat?
Geography	 Ask and answer geographical questions (such as: What is this place like? What or who will I see in this place? What do people do in this place?). Use simple fieldwork and observational skills to study the geography of the school and the key human and physical features of its surrounding environment. 	Topic around woodland Woodland walk Look at where animals live
DT	• Cut materials safely using tools provided.	Collage using woodland (leaf man)

	 Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 	Make a wild thing crown
Art	Use a combination of shapes.Include lines and texture.	Leaf Rubbings / book cover
Music	 Create a sequence of long and short sounds. Clap rhythms. Create a mixture of different sounds (long and short, loud and quiet, high and low). Choose sounds to create an effect. Sequence sounds to create an overall effect. Create short, musical patterns. Create short, rhythmic phrases. 	Sound track to Gruffalo
Community	Walk in the local woods / Park Ranger	
Knowledge of the World	Local environment	
SEAL	Care for your environment	
Aspiration	Jobs where people work to help our environment/Ask someone to come and give a talk	
British Values	Respect our own and others environment (class rules and countryside code)	

Research / draw woodland creature

Research animal's habitats in class countries (Kenya/Canada)