

Paws Claws and Whiskers

Science

In science, we will learn to:

Work Scientifically

This concept involves learning the methodologies of the discipline of science.

- Ask simple questions.
- Observe closely, using simple equipment.
- Perform simple tests.
- Identify and classify.
- Use observations and ideas to suggest answers to questions.
- Gather and record data to help in answering questions

Biology

Understand plants

This concept involves becoming familiar with different types of plants, their structure and reproduction.

- Identify and name a variety of common plants, including garden plants, wild plants and trees and those classified as deciduous and evergreen.
- Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.

Understand animals and humans

This concept involves becoming familiar with different types of animals, humans and the life processes they share.

- Identify name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Investigate living things

This concept involves becoming familiar with a wider range of living things, including insects and understanding life processes.

- Explore and compare the differences between things that are living, that are dead and that have never been alive.

Understand the Earth's movement in space. This concept involves understanding what causes seasonal changes, day and night.

- Observe changes across the four seasons.

MUSIC

In art and music we will learn to:

Perform

This concept involves understanding that music is created to be performed.

- Follow instructions on how and when to sing or play an instrument.

Compose

- Clap rhythms.
- Create a mixture of different sounds (long and short, loud and quiet, high and low).
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Transcribe

- Use symbols to represent a composition and use them to help with a performance.

Describe Music

Identify the beat of a tune.

Geography

In geography we will learn to:

Develop Ideas

Investigate places

This concept involves understanding the geographical location of places and their physical and human features.

- Identify the key features of a location in order to say whether it is a city, town, village, coastal or rural area.
- Use world maps, atlases and globes to identify continents and oceans studied
- Name and locate the world's continents and oceans.

Investigate patterns

This concept involves understanding the relationships between the physical features of places and the human activity within them.

- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom and of a contrasting non-European country.

Design and Technology

In design and technology we will learn to:

Master Practical Skill

This concept involves developing the skills needed to make high quality products (we have highlighted a range of skills but they may be added to or changed

Food

- Cut, peel or grate ingredients safely and hygienically.
- Measure or weigh using measuring cups or electronic scales.

Materials

- Cut materials safely using tools provided.
- Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).

Textiles

- Shape textiles using templates.

Design, Make, Evaluate and Improve

This concept involves developing the process of design thinking and seeing design as a process.

- Design products that have a clear purpose and an intended user.
- Make products, refining the design as work progresses.

Computing

In computing we will learn to:

Code

This concept involves developing an understanding of instructions, logic and sequences.

Motion

- Control motion by specifying the number of steps to travel, direction and turn.

Draw

- Control when drawings appear and set the pen colour, size and shape.

Control

- Specify the nature of events (such as a single event or a loop).
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Connect

This concept involves developing an understanding of how to safely connect with others.

- understand online risks and the age rules for sites.

Collect

- **This concept involves developing an understanding of databases and their uses.**
- Use simple databases to record information in areas across the curriculum.

Art and Design

In art and design we will learn to:

Develop Ideas

- Explore different methods and materials as ideas develop.

Master Techniques

Drawing

- Colour neatly following the lines.

Painting

- Mix primary colours to make secondary.
- Mix and match colours to pictures and objects.

Collage

- Mix materials to create texture.

Print

- Use repeating or overlapping shapes.
- Mimic print from the environment (e.g. wallpaper).
- Use objects to create prints (e.g. fruit, vegetables or sponges).
- Press, roll, rub and stamp to make prints.
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Textiles

- Join materials using glue and/ or a stitch.
- Use plaiting.
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Digital Media

- Use digital cameras to collect images.

Take Inspiration from the Greats

- Describe the work of notable artists, artisans and designers.
- Use some of the ideas of artists studied to create pieces.

Artists, cultures, designers and crafts people who will inspire us:

- Eric Carle

Traditional African, - print techniques - Romero Britto