

ENTRY POINT:

EXIT POINT:

HISTORY

- Timeline the history of light eg. sun, fire, lanterns (gas), electricity, eco-friendly bulbs etc

RE

- Light and Dark
- Endings and Beginnings

PSHCE

- Road Safety and Cycle Safety

DT

- Design, make and evaluate a 3D felt animal using sewing to join

ART:

- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

MUSIC

- To use their voices expressively and creatively by singing songs and speaking chants and rhymes

GEOGRAPHY

- To use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

Cycle A Summer : Day & Night (Objectives)

SCIENCE

Nocturnal animals—learning different characteristics about these animals and facts about their habitat and diets etc. To be able to use their knowledge of the animals to sort facts independently.

- To identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- Describe the simple physical properties of a variety of everyday materials
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.
- Observe changes across the 4 seasons

Year 2

- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses

COMPUTING

- To use software to present stories in different ways
- To begin to understand how hyperlinks work
- To use skills learned during the year in context
- To record, edit and use audio in other programs
- To develop a an interactive book that younger children can read

ENTRY POINT:

Visit to school from nocturnal animals

EXIT POINT: Parents open afternoon

HISTORY

- Timeline the history of light eg. sun, fire, lanterns (gas), electricity, eco-friendly bulbs etc

RE

- Light and Dark
- Endings and Beginnings

PSHCE

- Road Safety and Cycle Safety

DT

- Design, make and evaluate a 3D felt animal eg. Owl
- Using the sewing technique of a simple running stitch.

ART:

- To make silhouettes of day and night landscapes using chalk pastels and black paper
- To use wax crayons to make a nocturnal animal colour wash picture

MUSIC

- Handle and name instruments and make labels for each group
- Experiment using instruments to create sounds from the environment
- Use own symbols to create a sequence to represent the environment
- Perform a graphic score as a class

GEOGRAPHY

- To use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
- To look at a map of the world and find the United Kingdom,
- Time zones and day and night differences / season differences
- Look at nocturnal animals around the world and place them on the living map.

Cycle A Summer : Day & Night (Activities)

SCIENCE

- Nocturnal animals—learning different characteristics about these animals and facts about their habitat and diets etc.
- To be able to use their knowledge of the animals to sort facts independently.
- A visit to school of nocturnal animals
- Researching facts about nocturnal animals using non-fiction books and the internet
- To identify nocturnal animals and identify their habitats
- Create a web of facts on nocturnal animals
- sorting nocturnal animals/ not nocturnal animals.
- To write a non-fiction mini book on nocturnal animals
- Researching facts on a variety of common animals including fish, amphibians, reptiles, birds and mammals, find out the different features of these animals and learn about their habitats
- Discuss the changes across the 4 seasons, create a spinning wheel displaying the seasons link to geography

COMPUTING

- Use photostory to make a story using images and audio that the children have recorded.
- Record and edit audio
- Make simple stories on Powerpoint using hyperlinks that link to audio files, images and further information aimed at younger children to enjoy