

Objectives Summer Term	
Numeracy	See Numeracy planning
Literacy	See Literacy planning
Science	<p><b>Year 1</b> To identify and name a variety of common animals, birds, fish, amphibians, reptiles, mammals and invertebrates. To describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets) To identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense</p> <p><b>Year 2</b> 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 name a variety of plants and animals in their habitats, including micro-habitats Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food. To know the main features of animal categories. that animals, including humans, have offspring which grow into adults To find out about and describe the basic needs of animals, including humans, for survival (water, food and air) To describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene</p>
RE/P SHE	MRS PATTINSON
Humanities	<p><b>Geography</b> To read a map using symbols and a simple key. To create a map with a simple key. To locate and describe the home of Emperor Penguins. To understand what a continent is and locate one. To locate and describe the home of the Asia panda To describe specific place knowledge about the location of a significant animal. To know where Oceania is and explain what is under the sea. To locate a significant animal and describe the African landscape in Namibia To understand an animal's yearly movements and describe the countries it passes over.</p> <p><b>History</b> To learn about the life of Christopher Columbus and consider the discoveries he made. To learn about the life of Captain Cook, when he lived, describe his achievements and explain why they were important. To know what life was like for pirates in the past and use different sources to research pirates. To use a timeline to place boats the age of boats in order and look at how they have changed.</p>

Art/Design and Technology	<p><b>DT</b>  Generate, develop, model and communicate ideas through talking, drawing.  To build structures, exploring how they can be made stronger.  To use a range of materials creatively, including 3D.  Select from and use a range of tools and equipment to perform practical tasks, cutting, shaping, joining and finishing.</p> <p><b>Art</b></p> <p>To know about great artists, craft makers and designers.  To use a range of materials to design and create products.  To develop a wide range of art and design techniques using colour, pattern, texture, line, shape and form.  To use drawing and painting to share ideas, experiences and imagination.  To use sculpture to share ideas, experiences and imagination.</p>
Computing	<p><b>Multi media</b>  To use technology to create and present a film.  To be creative with different technology tools.  To save information in a special place and retrieve it again.  Present information to an audience using green screening.  Prepare/practise and record using film, editing and improving where necessary.</p> <p><b>E-Safety</b> To agree and follow sensible rules.</p>