

Science - Objectives

- describe and compare the structure of a variety of common animals
- 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

Possible Activities - Maths

- Practise counting, reading, writing and comparing numbers to at least 100.
- Find missing numbers in a hundred square.
- Play games which consolidate number order.
- Choose number cards to order - pair and group work to support independent activities.
- Count coins in 1s, 2s, 5s, 10s.
- Count objects and items and relate to numerals.
- Mark numbers on a number line.
- Use practical equipment such as 100-squares and arrow cards to develop and support their understanding of **reading, writing and using two and three-digit numbers.**
- Partition the same number in different ways.
- Relate fractions to turn and time work.
- Use small clocks to show time in a practical way.
- Play What's the time Mr Wolf? and Time Bingo Games.
- Estimate, measure and compare length, height and mass - link to African animal statistics.
- Create tally charts, pictograms and block graphs linked to tonic work

Maths - Objectives

Number/Calculation

- Know 2, 5, 10x tables
- Begin to use place value (T/U)
- Count in 2s, 3s, 5s & 10s
- Identify, represent & estimate numbers
- Compare / order numbers, inc. < >
- Write numbers to 100
- Know number facts to 20 (+ related to 100)
- Use x and ÷ symbols
- Recognise commutative property of multiplication

Fractions

- Recognise and use halves, quarters and thirds (in relation to shape and quantity of number) - understand equivalence of $2/4 = 1/2$

Measure

- Use time and ordering vocabulary
- Count in halves and tell the time to the hour/half hour/quarter hour (Y1)
- Tell the time to the nearest 5 minutes (Y2)
- quarters
- Measure capacity and weight

Shape

- Identify and describe the properties of 2D & 3D shape
- Order and arrange objects in patterns and sequences
- Describe position, direction and movement
- Measure length, height and mass

Data Handling

- Interpret tables and pictograms
- Ask and answer comparison questions (relating to data - graphs)
- Ask and answer questions about totalling

Activities - Science

Research the habitats, structure and needs of 'The Big Five' animals from Africa- Paignton Zoo visit.

Create simple fact files for African animals.

RE - Objectives

Identify the importance, for some people, of belonging to a religion and recognise the difference this makes to their lives
Identify and suggest meanings for religious symbols and begin to use a range of religious words.

Activities - RE

Discuss and share what it means to belong through Circle Time activities.
Drama - baptism within the Christian faith
Handling - artefacts from the Jewish faith -
Interview special people within the Jewish community

English - Objectives

Text Types and outcomes for writing -

- Recount Texts - to write a recount about our trip to Paignton Zoo and family days out.
- Write stories inspired by 'Something Fishy'
- Reports - to write a report about a chosen African animal.

Reading

- Develop phonics until decoding secure
- Read common suffixes
- Read & re-read phonic-appropriate books
- Read common 'exception' words
- Discuss & express views about fiction, non-fiction & poetry
- Become familiar with & retell stories
- Ask & answer questions; make predictions
- Begin to make inferences

Speaking & Listening

- Articulate & Justify answers
- Initiate & respond to comments (Ask relevant questions)
- Use spoken language to develop understanding
- Maintain attention and participate

Writing

- Spell by segmenting into phonemes
- Learn to spell common 'exception' words
- Spell using common suffixes, etc.
- Use appropriate size letters & spaces
- Develop positive attitude & stamina for writing
- Begin to plan ideas for writing (Compose sentences orally before writing)
- Record ideas sentence-by-sentence (Read own writing to peers or teachers)
- Make simple additions & changes after proof-reading

Grammar

- Leave spaces between words
- Use features of standard English (understanding and ability to use four different sentence types) Knowledge of word classes (noun, verb, adjective and adverb)
- Use conjunctions correctly (subordinating and coordinating)
- Expand noun phrases (using adjectives, adverbs)
- Use punctuation correctly including; full stops, capital letters, exclamation marks (in a full sentence e.g. 'What a great friend you are!' question marks, commas (to separate items in a list) and apostrophe (to mark possession and contraction of words)
- Use common plural and verb suffixes

Possible Activities - English

- Write stories inspired by the video 'Something Fishy'
- Order photos taken on our Paignton Zoo trip and use to write a recount.
- Use the interactive ebook 'All About Orang-utans' to learn about writing reports.
- Write our own reports about African animals.
- **Grammar**
Making sure our sentences have full stops, finger spaces and Capital letters. Focusing on an area of grammar in our writing e.g. noun choices or adjectives to improve description.
Using connectives to link sentences in our writing
Think about how we start sentences so that we don't always use the same word.

Computing - Objectives

- use technology purposefully to create, organise, store, manipulate and retrieve digital content

Activities - Computing

Using Word create simple fact files for African animals learning how to insert both pictures and text

Use Purple Mash postcard template to write a postcard from Kenya

Art and Design - Objectives

- Use drawing and painting to develop and share their ideas, experiences and imagination.
- Develop a wide range of art and design techniques in using pattern, colour, line and shape.
- Learn about the work of other artists and make links to their own work.

Design and Technology - Objectives

- Design appealing products.
- Use a range of textile materials.

Activities - Art and Design

- Draw African animals and explore animal patterns.
- Look at African patterns and make our own.

Possible Activities - Design and Technology

- Design and make a hanging fabric banner using basic sewing techniques.
- Add colour using fabric pens.

Africa Paignton Zoo Visit

Geography - Objectives

- Use basic geographical vocabulary to refer to physical and human features within the context of Africa
- Identify and understand the difference between life in the UK and a small non-European country
- Use world maps, atlases and globes to identify the countries studied at this key stage in the context of Africa (Kenya)

History - Objectives

- Learn about the lives of significant historical figures who have contributed to national and international achievements.

Physical Education Objectives

- Master basic movement, e.g. running, jumping, throwing, catching, balance, agility and co-ordination.
- Participate in team games.
- Create simple sequences in a variety of directions which link simple balances and symmetrical and asymmetrical movement.

Geography activities

- Field study - use maps and signs in Paignton Zoo to identify and then find 'The Big Five'
- Write a recount of visit to Paignton Zoo and annotate with simple maps.
- Draw maps and locate key places and physical features within Africa
- Create simple nature reserves/game parks for our collection of African animals.
- Research rural life for a child in Kenya and draw simple comparisons.

History activities

- *Research the life of famous Africans such as Nelson Mandela, Mo Farah and David Livingstone.*

Physical Education

Link balances, rolls and travelling actions together to form a sequence that has a clear beginning, middle and end.