Wriggle and Crawl

Science

We will go on many minibeast hunts to find out what is hiding in bushes and trees around our school. We will think about the creatures we have seen and explain what they need in order to survive. We will create our own minibeast home in order to observe and care for a range of creepy crawlies that we find. We will perform a simple test with snails to see how quickly and in what direction they move. We will also investigate which fruits butterflies prefer to eat by leaving different fruits outside our classroom and taking it in turns to observe and record any butterflies using a tally chart. We will learn all about the life cycle of a honey bee and also find out how they actually make honey. We will learn how a minibeast's appearance can help it avoid being eaten as well as matching pictures of baby minibeasts to their adult minibeast.

D&T

We will design and make a 3D minibeast model using our knowledge of camouflage and warning colours. We will also observe, smell and taste raw honeycomb and a range of local honey in different flavours. We will discuss the taste of each and decide which one we prefer and why.

Science Essential Skills

Identify and name a variety of plants and animals in their habitats including micro-habitats.
Find out about and describe the basic needs of animals including humans for survival.
Ask simple questions and recognise they can be answered in different ways.
Perform simple tests.
Use their observations and ideas to suggest and answer questions.
Notice that animals including humans have offspring that grow into adults.

Art and Design

We will draw detailed sketches of collected minibeasts. We will use a hand lens to look more closely at each specimen collected, making careful line drawings of their observed features. We will also make an army of ants using egg boxes and pipe cleaners. We will use our army of ants for our stop motion animation film.

Essential Skills

Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
Use a range of materials creatively to design and make products.

Geography

After conducting our minibeast hunt we will make a simple sketch map of the area we carried out the hunt in. We will talk about the physical and human features that we saw using geographical vocabulary.

Essential Skills

Use simple fieldwork and observational skills to study geography of their school and its grounds and the key human and physical features of its surrounding environment.

D&T Essential Skills

Explain where the food they eat comes from (e.g. by referring to countries, animals and plants)
Select from and use a wide range of materials, components, including construction materials, textiles and ingredients, according to their characteristics.

Computing

We will go on a programmed minibeast hunt where we take it in turns to 'program' a member of our team to reach and collect numbered minibeasts. We will watch live webcam footage of bees in a bee colony as they come and go from the hive and perform their duties. We will also use stop motion animation software on the I-pads to make our ant (constructed in DT) to march across the classroom.

Essential Skills

Create and debug programs. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Recognise common uses of information technology beyond school. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use logical reasoning to predict the behaviour of simple programs.

PSHE

This half term we will be exploring how we are responsible for keeping ourselves clean.

Music

We will be using our voices expressively to learn the song 'Zootime' using Charanga. We will also begin to explore pulse, pitch and rhythm during our lessons.