

Autumn
Term 2 2016



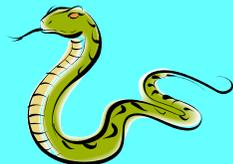
Awesome Animals

Year 1
7 week study

What's it all about?

In this topic your child will learn to talk about what animals need to help them grow and survive. The children will learn that there are many different animals with different characteristics.

The topic will start with a pet day where the children will be able to bring their pets to school on **Monday 21st November 2016**, details attached.



Curriculum Focus:

Science: Children will learn:

- to describe and identify different materials.
- to identify parts of the human body and compare them to different animals.
- to find out about the different senses humans and animals have.

Art: - Children will:

- learn about Matisse and his style in art.
- learn to use textiles and collage.

D.T: Healthy Eating

- Children will design a fruit or vegetable salad for a family member.

Outcome:

At the end of the topic to show what we have learnt, the children will be able to talk about animals and how they live and stay healthy.



Ways to support your child at home:

- ❖ Talk about how you can care for animals. (Science)
- ❖ Find out about an interesting animal. (Science)
- ❖ Find out information about Antarctica. (Geography)
- ❖ Read three times a week.
- ❖ Practise weekly spellings and sentences.
- ❖ Complete the maths games.



Important Dates:

Pet Day : Monday 21st November at 9a.m.

HMS Tuned Percussion Concert :
Wednesday 14th December at 9a.m.

In addition to the topic based learning outlined above, your child will also be learning to:

In English children will write fact files, reports and poems.

In Maths children will recognise numbers to 50, add and subtract, know the number bonds to 10 and 20.

In R.E. children will recognise candlelight as a symbol.

In computing children will create pictures of animals using a paint programme.

In P.E. children will develop skills in team games.

In music children will learn to play tuned percussion.

The World



This half term our focus continent is:

Antarctica

