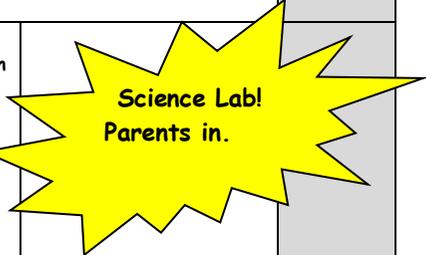


Curriculum Overview

Term: Spring (ii) Down on the Farm				Classes: KS1			
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
English	Non Fiction - Recounts			Poetry	Narrative - plot and problem		
Mathematics	Multiplication and division		Measures		Problem solving.		
Science	Identify and name animals. Learn whether animals are herbivores, carnivores or omnivores. How will you sort these animals?	Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) What animal is this?	Notice that animals, including humans, have offspring which grow into adults find out about and describe the basic needs of animals, including humans, for survival (water, food and air) Where is my mummy? Which baby belongs to which animal? Experiment week: which animal has the smelliest poo?	identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense What body parts do humans have?	explore and compare the differences between things that are living, dead, and things that have never been alive Am I living, dead or have I never lived?		
	Ask Q - what is it like to live in this place? Use observation skills to study the school and its environment. What is it like at Weatherriggs Farm?	As Q - what is it like to live in this place? Use observation skills to study the school and its environment. Look at maps of the uk and locate countries and capital cities. What is it like to live in Catterick?	Describe ad compare familiar places. How does Catterick compare to the Farm?	Use simple fieldwork and observational skills to study the geography of their school and its grounds and the key physical and human features. Use aerial photos and plan perspectives to recognise landmarks and basic physical and human features. What can maps tell us about where we live?	Know about present local changes. Suggest ideas to improve school. How can we improve our school and local area?		
History							
Computing Algorithms. Continual use of Bee bots weekly.	Farm animals - ipads.	To learn to use programs for a purpose. Look at the latest work of David Hockney Save favourite picture on ipad.	Experiment with mark making using the drawing skills program. Change brushes and colours.	Create a David Hockney style image copying one of his.	Create their own image of the local area using the painting program.		
PE	Dance	Basic skills	OAA	Basic skills	OAA	Basic skills	
RE	The Easter Story						
Music	Joolz drumming - carnival of the animals						
Art		David Hockney					
D & T		Talk about what he/she eats at home and wat healthy foods are. Understand the need for variety on diet. Taste foods, look at the food plate.		Understand that all food has to be farmed, caught or grown and name some examples of food that is grown.	Use a range of tools and prepare food safely. Design, Create and evaluate a healthy ploughmans lunch.		

