

# Carnival of the Animals



## English

We will explore the adventure story, **The Dragon Machine** and discover the main character, George's unusual problem. We will secure our understanding of past and present tense and explore different sentence types to write our own adventure stories where we change the character and the machine!

## Maths

Our initial focus will be on **money**. We will be learning to recognise and use the symbols for pounds (£) and pence (p). We will combine amounts to make a particular value. We will also use money to solve problems in a practical context. After this our focus will move to **multiplication** and **division**. We will count in 2s, 5s and 10s and notice patterns with each multiple. We will use a range of strategies such as repeated addition, arrays and number lines to help us to understand the concept of equal, unequal, grouping and sharing. We will be able to recall multiples of 2, 5 and 10 and use this knowledge to solve multiplication and division problems.

## PE

We will focus on jumping in **Gymnastics**. We will consider different types of jumping including, jumping in flight. We will create and perform a sequence on the floor and on the apparatus. In **Games** we will be introduced to unihocs and develop dribbling and striking skills.

## Science & Computing

**Have you ever seen an elephant in a dress or a giraffe in a pair of jeans?**

In **Science**, we will answer important questions such as what do animals 'wear' to keep them warm, cool or for protection? We will find out that animals can be sorted into different groups depending on whether they have **feathers, fur, skin or scales**. We will make observations of how humans and animals are similar and identify that most living things live in habitats to which they are suited. We will dive into **Virtual Reality** on the Learning Bus and explore animals in their **habitats** on land and in the ocean! We will make bug hotels in **Forest School** to encourage wildlife to visit our school grounds. Finally, we will use the iPads to research information about different animals and their habitats. Pic Collage and Popplet will be used to present our information in creative ways.

## PSHE

We will explore citizenship and our role in taking care of the people and environment around us. First, we will consider what makes a good environment. After that, we will identify and recognise some jobs that people do to help the community.

## Art

We will discover that **Clarice Cliff** was an influential sculpture who used clay to create pots, bowls and jugs. We will find out that she was influenced by nature when she created her designs. We will manipulate clay to create our own Clarice Cliff style pots. After that, we will paint them using shapes, colour and lines. Finally, we will evaluate our artwork.

## Music

We will focus on the piece of music called '**Carnival of the Animals**' by the Composer Saint-Saens. We will listen carefully to the piece of Music to discover which animals are represented by different musical instruments. We will learn musical vocabulary to describe the tempo, dynamics and timbre. We will experiment with sounds as we play tuned (ocarinas) and untuned instruments.

## RE

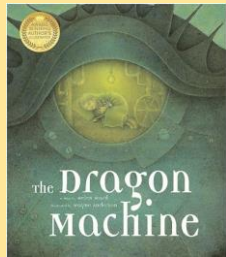
We will explore how we know that some people are believed to have a special connection to God through looking for clues in religious stories. We will compare religious stories and identify miracles in the stories that tell some people that some children are special. We will identify people from each story and explore why they are important to different religions.

Year 2

# In Science, we will ask the Big Question Why don't animals wear clothes?

## Key Texts & Websites

<https://www.youtube.com/watch?v=FVw6-4ig7eo>



[What are amphibians? - BBC Bitesize](https://www.bbc.co.uk/bitesize/topics/z6882hv)



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## Word Aware Words

**Habitat** – The natural home of an animal or plant.

**Warm-blooded** – having a body temperature that remains steady and warm, no matter what the outside temperature is. Birds and mammals are warm-blooded.

**Cold blooded** animals, like reptiles, amphibians, and fish, become hotter and colder, depending on the temperature outside.

**Equator** – Is an imaginary circle around the middle of the Earth. Some of the hottest places on Earth are found at the equator.

**Carnivore** - An animal which eats mostly meat.

**Herbivore** - Animals that eat plants.

**Omnivore** - An animal that eats meat and plants.

## Learn about five of the animal groups

