

Science

- Habitats
- Food Chains
- Lifecycles
- Survival – what humans and animals need
 - Human body parts
- Humans – healthy lifestyle
 - Types of animals
- What can animals make for us? – wool, meat, honey etc.
 - Animal babies/growth

Sensory

- Different animal fabrics
 - Animal sounds
- Animal products e.g. wool, honey etc.
- Sensory room – set up different habitats e.g. jungle, desert etc.
- Tasting/smelling different food – healthy/unhealthy



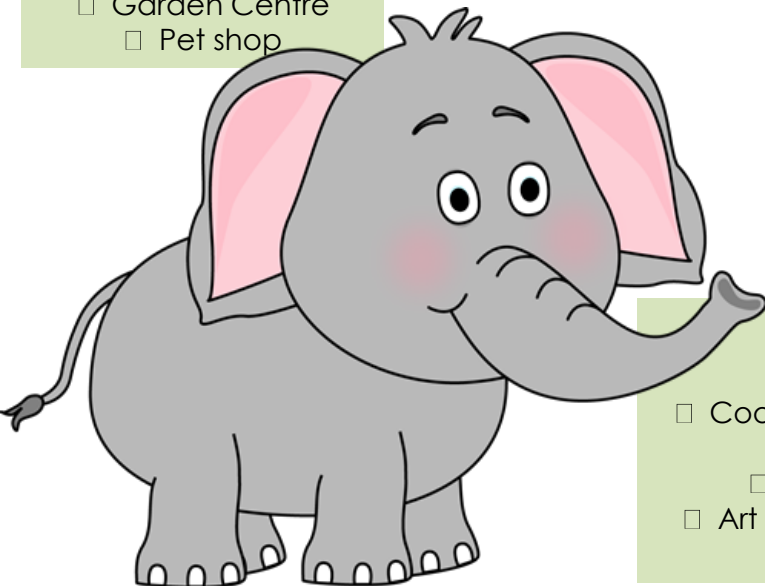
All Creatures Great and Small Science & DT

History

- Making animal homes
 - Animal masks
 - Junk model animals
- Land art e.g. create animals using leaves, sticks etc.
 - Make a bird feeder
- Making symmetrical butterflies
- Caterpillar – e.g. paper chain, egg box
 - Animal stick puppets
 - Making bird cages

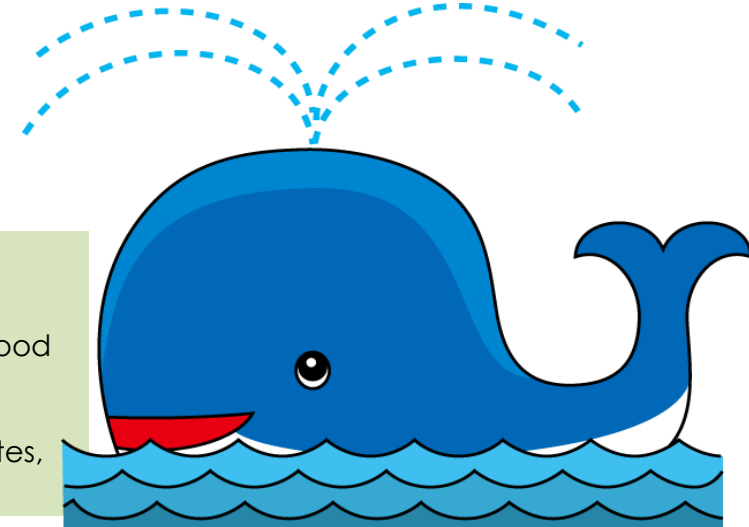
Community Visit

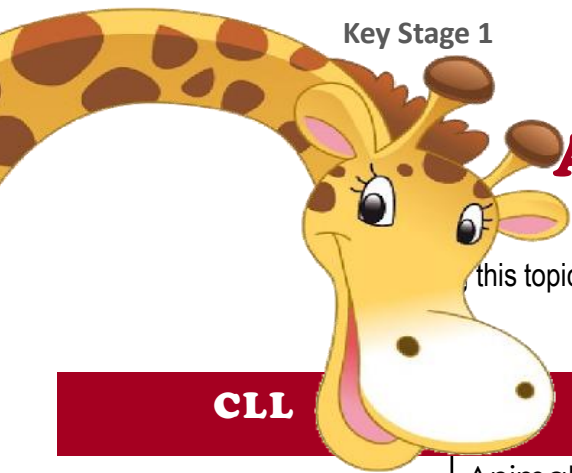
- Farm
- Garden Centre
- Pet shop



Other Subject Links

- Role play – vets, zoo keeper
- Cooking – animal biscuits, making animal food
 - History – dinosaurs
- MFL – animals in different languages
- Art – painting/colouring on animal templates, animal collages





All Creatures Great and Small

On this topic the pupils main focus will be on Science and DT other subjects may be covered as part of cross curricular links.



CLL	Maths	ICT/Computing	PSHCE	PE
Describing animals	Animal dominoes, snakes and ladders	Beebot grid of different animals	Caring for animals	Moving in different ways like animals
Animal riddles – ‘what am I?’	Pet shop – money	Drawing/colouring animals on Paint	Survival	Ball control - throwing ‘food’ into animals mouths
Design your own creature	Complete the pattern/symmetry e.g. ladybirds and caterpillars		Healthy living	
Instructions – e.g. how to look after an animal	Colour matching/size sorting with animals		Role play – vet, jungle explorer etc.	
Non-fiction e.g. daily routine of a zoo keeper/farmer	Data handling – favourite animal		Litter picking (harmful to animals)	

