

### Geography

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

### History

Changes within living memory— comparing entertainment (games, toys, famous people).

### RE

Islam—Lifestyles

### Science— RECAP

Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).

Identify and name a variety of common animals that are carnivores, herbivores and omnivores.

Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)

Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene

## Key Stage 1

## Attention



### Design and Technology

Explore and use mechanisms— designing and creating a toy/ game.

### ART

Learn about the work of a range of artists, craft makers and designers, describing the similarities and differences between different practices and disciplines, and making links to their own work—Matisse

### PE—

Attack, defend, shoot

### Music

Music Express— Machines

### SMSC—

Relationships

### Computing

Year 1—We are treasure hunters

Year 2—We are game testers

### Cross Curricular English

Year 1—Recount

Year 2—Diary entry

### Cross Curricular Maths

Timelines/ ordering/ comparing