

## Birch Year 1/2 Curriculum Overview – Year C

## Summer 2 – Animal Kingdom

## **Religious Education** Art **Maths English** • Number and place value Animal faces in detail Email Christianity Calculations Animal prints Non chronological reports Jesus Problems solving (two step) Digital images Adverts Disciples Review gaps in preparation for next Compare artists Narrative year Instructions Revision Recap core skills **Design & Technology** PE • Animal soft toys Masks **Athletics Science** Computing Habitats Running, jumping, throwing • Create a program with specific Bird feeders Combine skills learned through the year instructions, predict the outcome, test to compete Living things & their habitats / Animals the program and debug for errors **School Games values** • Naming and classifying animals KODU basics - Teamwork • Living and non living. Purple mash Animal life cycle • Create a video Music **MFL** • Animal needs for survival/adaptation Habitats Food chain and sources of food Singing **Destination vacances** • Singing from memory • AT1 – Work scientifically with increase - At the Seaside independence and curiosity • Singing in tune Beach items • Breathing, pronunciation and Weather Geography **History** pitch Review Answering questions using books and the internet. Citizenship **Enrichment** Using an atlas Extinct/ endangered animals. • Countries in the northern hemisphere • Where do different animals live? Changes Moving on Saltholme visit Animals / reptiles in school • Zoo / farm visit