

Dinosaur Planet Learning Objectives Overview

Week	Science	Art & Design	Computing	D&T	Geography	History
Engage	Classify and sort familiar animals according to whether they are invertebrates, fish, amphibians, reptiles, birds and mammals.			Select and explain why they have chosen a particular tool for a task.	Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage.	Ask and respond to simple questions about the past using sources of information.
Develop Develop Develop	Identify whether an animal is a carnivore, herbivore or omnivore and how we might know this from their physical appearance. Identify and name a range of common animals from the local and wider environment. Identify and name common flowers and trees found growing in the locality.	Describe the sensory properties of a range of different materials and decide which ones to use when making something. Use modelling materials to create a realistic or imagined form. Art & design Use modelling materials to create a realistic or imagined form.		Select and explain choice of materials, sometimes with help.		Sequence the story of a significant historical figure. Begin to describe similarities and differences in historical artefacts and pictures. History Ask and respond to simple questions about the past, using sources of information.
Innovate Innovate		Use a range of materials creatively to design and make products.		Select from and use a wide range of materials and components including construction materials, textiles and ingredients according to their characteristics. Design purposeful, functional, appealing products for themselves and other users based on design criteria.		
Express				Select and explain choice of materials, sometimes with help.	Find and name some continents on a world map.	Use simple vocabulary to describe passing of time (e.g. now, then, long ago, before and after).



