

Week	Science	Art & Design	Computing	D&T	Geography	History
Engage	Gather, record and use data in a variety of ways to answer a simple question. Compare the diets of a herbivore and carnivore with (typically) omnivorous humans. Define what a fossil is and how they are formed.		Use sequence, selection and repetition in programs.		Observe, measure and record the human and physical features in the local area responding to a range of geographical questions.	
Develop Develop Develop	Identify and describe the functions of common plant parts. Draw a simple diagram to show how water is transported through a plant. Describe how the skeleton and muscles work together to support, protect and assist movement. Know that animals, including humans, cannot make their own food, by investigating food chains and recognise that all food begins with a plant. Draw, with help, a simple conclusion based on evidence from an enquiry or observation. Draw, with help, a simple conclusion based on evidence from an enquiry or observation.	Identify interesting aspects of objects as a starting point for work.	Use software or search engines effectively. Use logical reasoning to explain how a simple algorithm		Locate geographical features on a map or atlas using symbols shown in a key.	
Innovate Innovate						
Express	Gather, record and use data in a variety of ways to answer a simple question. Record their findings using scientific language and present in note form, writing frames, diagrams, tables and charts.		Recognise which information is suitable for their topic.	Plan which materials will be needed for a task and explain why.		

Predator Learning Objectives Overview