

Paws,claws and whiskers Learning Objectives Overview

Week	Science	Art & Design	Computing	D&T	Geography	History
Engage	Identify whether an animal is a carnivore, herbivore or omnivore and how we might know this from their physical appearance.	Use lines to represent a shape or outline. Draw from or talk about experiences, creative ideas and observations.				
Develop Develop Develop	Sort and group objects, materials and living things, with help, according to simple observational features. Use everyday or simple scientific language to ask and/or answer a question on given data. Follow instructions to complete a simple test individually or in a group.	Create a simple pattern using colours and shapes. Draw from or talk about experiences, creative ideas and observations. Apply paint using a range of tools (e.g. large brushes, hands, feet, rollers and pads).				
Innovate Innovate	Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).			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.	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.	
Express	Science Identify and name a range of common animals from the local and wider environment.	Draw from or talk about experiences, creative ideas and observations. Describe the sensory properties of a range of different materials				

