

Communication and Language

Invite a speaker to come & talk about caring for animals – RSPCA worker or local vet

Play animal guessing games where children give clues about an animal they are thinking of.

Group animals into categories, giving logical reasons for the sorting e.g. all the ones with fur

Make collections of words associated with animals – habitats, body parts, ways of moving etc.

Talk about animals they have seen or have as pets at home.

Expressive Arts and Design

Use collage materials to create animal pictures

Make paper plate masks of animals

Use different drawing media – chalk, charcoal, pens, crayons etc to create drawings of animals

Look at the work of artists who drew or painted animals

Use modelling material to make models of animals

Explore the sounds made by animals. Investigate animal movements and link these to the sounds

Listen to recordings of animal sounds. Replace the sound with musical instruments

Learn, sing and perform animal songs

Respond to music about animals e.g. Carnival of the animals, Flight of the Bumble Bee

Make a collection of animal prints, fabrics, fur, wool, feathers

PD

Gymnastics – 6 - 10

Athletics – 1 - 6

Fine motor – Complete animal jigsaws and puzzles. Use simple tools such as scissors, staplers, hole punches to make pet carrier/home

Gross motor – Create a gymkhana for pretend horses with jumps & obstacles. Discuss effects of exercise on the body.

Health and Self Care – Look dietary requirements & compare with what we need to eat to stay healthy.

Literacy

Make CVC words with the names of familiar animals – hen, pig, rat, dog, cat, fish etc.

Make alphabet charts & collages with a different animal for each letter of the alphabet. Teach upper & lower case letters.

Use role play writing opportunities e.g. a prescription by vet

Read, animal poems, nursery rhymes & songs. Experiment with familiar rhymes by changing the words

Read stories about animals & simple nonfiction texts about animals. Make info books, posters or fact sheets about different animals

Make lists of animals – ones which live in the zoo, the farm, are pets etc.

Make labels or captions for a role play pet shop or zoo, giving information about the animals

Animal Crackers

F – What do animals need to stay healthy?

How can I take care of animals?

PSED

Families & Relationships, SEAL – ‘Relationships’

Play co-operative/turn taking games e.g. ‘Farmer’s in his den.’

Talk about how animals help us in our community & the type of people who benefit from animals supporting them. How we can be sensitive to others & their needs?

Talk about the consequences of actions involving animals. What would happen if you forgot to feed your goldfish or you forgot to clean out your rabbit?

RE

Unit 5 – Special Books – Noah’s Ark

Listen to Bible stories. Act out Noah’s Ark. Draw pictures to illustrate and write captions.

ICT

Rising Stars programming, Animals 18,7,8,21

ICT Links

Use websites to find out about animal welfare & how we can look after animals

Use drawing software to make pictures of animals

Bring photos of pets to share and talk about

Take photos or video of animals in environment.

Dates to note:

Animal Crackers Hook Day 25-4-17

Literacy and Math Home Learning due: 24-5-17

Founder’s Day: 25-5-17 **To be confirmed.**

Break up for Half Term 26-5-17

Understanding the World

Find out about animal lifecycles – which animals live the longest & shortest.

Find out about pets which have belonged to family members.

Animals which support & help people in our community. Find out about guide dogs, Police dogs.

If possible, children handle & observe animals.

Make observations & sort pictures of similarities & difference: fur, scales, horns, tails, markings etc.

Investigate local habitats – Where is the best place to find ladybirds & minibeasts?

What features of the local environment attract animals/birds?

Talk about habitats & why some animals don’t live in UK.

Maths

Stories which have animals in sequential order e.g. Chicken Licken, The Zoo place in correct order – first, second, third.

Order animals by height, size

Use animals to add & subtract in different situations

Use a sand timer. Investigate how long it takes to sort or find hidden toy animals. Can you do it before timer runs out?

Use 2d and 3d shapes to make animals and animal enclosures such as bricks for fields or walls

Find which animal/pet is the most popular/favourite. Look at how to record using pictographs.

Explore symmetry using mirrors