

English

Wildlife writing.
Leaflets.
Letters to Nick Butterworth.
Research about animal habitats and homes.
Comparing stories by Nick Butterworth.
Character profiles.
Percy & animal poems.
Recounts.
Persuasive letters.



Mathematics

Addition, subtraction, multiplication and division.

Time.

Missing number sentences and inverse operations.

Measures—capacity / length.

Science

Micro-habitat survey.
Growing caterpillars and observing the changes.
Animal adaptations and interdependence.
Food chains.
What a plant needs to grow investigation.
Measuring growth and change of a plant (maths links).



Year: 2
Terms: 5 & 6
Topic: Percy the Park Keeper



Computing

'We Are Games Testers': computational thinking, logical reasoning, predictions, game safety.

'We Are Zoologists': productivity, sorting & classifying, collecting data, digital mapping, photography.

Geography

Survey of the school area for animal habitats.
Map & suggest improvements for habitats.
Discuss effects of positive/negative human impacts on the environment.
Birdseye view of the school and its habitats.
New habitats.
Habitats around the world.
Climates around the world.
Growing vegetables.



Music

Weather - descriptive sounds and word rhymes.

Pattern - mini-beast rhythms using body percussion & instruments.

Water - class composition to describe the sounds & creatures of a pond.

Art/D&T

Printing/painting and drawing relating to Percy the Park Keeper.
Natural Art—sculpture, Andy Goldsworthy, Temporary Art.
Clay plant labels.
Overlay pictures—animal homes.
Collage of Percy characters.

Religious Education

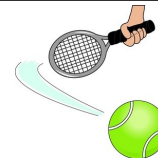
Judaism: Abraham, Moses, 10 Commandments,

The Jewish home: Mezuzah & Shema.

Islam: Muslims, Hajj, Mecca, Grand Mosque.

P.E.

Tennis
Athletics.
Striking and fielding games.



Personal, Social & Health Education

Working together as a team.

Listening and sharing ideas.

Developing Building Learning Power skills.

Taking turns with others in small groups.

Curriculum Enrichment

Visit to Avon Valley Country Park.
Sports Day.