

Summaries

Animal Allsorts

English

- A variety of sources will be used to gather information about different types of animals and their features
- This information will be used to write information texts, which will be used as information boards and fact files in the pet shop
- Pupil will also design a leaflet, with pictures, lists and labels etc. to help pet owners look after their new pet
- Additionally, to learn about the prefix 'un', pupils

Applied Maths

- Tally chart of children's pets
- Money linked to pet shop
- Pictogram of favourite animals

Science

- Use observation skills to compare and contrast pictures of animals to identify which category they fit into; mammals, birds, reptiles, amphibians and fish
- Name some common animals in each category and group animals into herbivores, carnivores and omnivores
- Study some common animals in more depth in order to describe and compare their structure, using their senses

Computing

- Pupils will gain an introduction to databases and the reasons a database might be useful within the context of running a pet shop

Art and Design

- Study sculpture, finding out what sculpture is and what materials can be used, and looking at some examples
- Design and sculpt an animal, based on a real animal or an invented one!
- The sculptures will then be decorated and used to decorate the pet shop! They could be sold or auctioned at the Pet Shop Open Day!
- Extension: as a whole class make a large scale sculpture outdoors

Design and Technology

- This Unit has a textiles focus
- Pupils learn to thread a needle, sew a running stitch, and cut a template
- They also make an animal hand puppet!

Music

- Classify musical instruments into groups
- Group the instruments and then play them in different percussion groups
- Learn a chant and match an instrument to an animal sound
- Combine into a story, which will be recorded

