

## Subject Summaries

### Art and Design

- Investigate animal patterns
- Create Plasticine printing block of a pattern
- Mix inks to make new colours and print on animal shapes or group paper
- Look at still life fruit and vegetables: look at images by artists such as Cezanne's 'Still Life with Apples', Carol Keen's 'Modern still life fruit and basket art', Roy De Maistre's 'Still Life: Fruit' or Patrick Heron's 'The Long Table with Fruit'.
- Discuss key features
- Learn to mix new colours with primary colours
- Develop own modern art still life images of fruit / veg using a range of interesting colours and textures
- Mixed mediums can be used

### Computing

- Take photos of caterpillars and butterflies changing
- Add information to create a multi-media PowerPoint or PhotoStory

What do I need to be me?

### English

- Life cycle fiction and non-fiction books – structure and comprehension
- Poetry – riddles about animals
- Transcription – writing recounts and menus
- Chronological report
- Poetry (riddles)
- Recount
- Lists

### Applied Maths

- Ordering prices at the café
- Adding prices at the café
- Giving change at the café

### Music

- Harvest songs
- Composition (song)

### Science

- Lifecycle of butterfly - looking after, feeding correctly etc
- How do we change as we grow?
- Look at different animal life cycles and explore that some animals change by just getting bigger and that other animals metamorphose
- Do humans change by just getting bigger? Explore by enlarging images of a baby and a child so they are the same size as an adult image. What is different about the proportions? Why? As we get older we acquire certain skills – what are we good at now in our play? How is this different for older / younger people? Link to animals play
- What do humans need to be fit and healthy? Food, exercise, water and clean air. Explore through the healthy café.
- Ordered sequence
- Environment for successfully hatching butterfly eggs

### Design and Technology

#### Make smoothies:

- Pupils design a smoothie for their parent
- They learn about the importance of eating '5' a day and use their knowledge to design a product that will encourage their parents to eat more healthily

