

Design and Technology

- To design purposeful, functional, appealing products for themselves and other users based on design criteria – A bridge for animals to cross.
- select from and use a range of tools and equipment to perform practical tasks
- evaluate their ideas and products against design criteria
- build structures, exploring how they can be made stronger, stiffer and more stable



P.E. – Hockey and Dance

R.E. – 1.10 What does it mean to belong to a faith community?

Computing – Programming – Moving a robot

Music – Djembe Drums –

Performance 5th December 2:45pm!!

Animals

Kestrel Class

Autumn 2

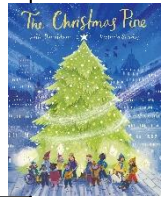
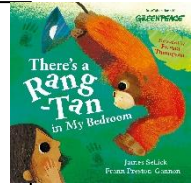
2024



English

Reading Texts:

- There's a Rang-Tan in my bedroom. By James Sellick
- The Christmas Pine by Julia Donaldson

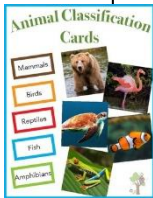


Writing Focus:

- Informal Letters.
- Poetry (Pattern and Rhyme)
- Setting Descriptions

Science

- find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
- identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- identify and name a variety of common animals that are carnivores, herbivores and omnivores
- describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals including pets)
- describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.



Art

- To use a variety of tools to create patterns and 3D shapes inspired by the ocean.
- To design a sea inspired clay slab
- To add 3D detail using carving



Maths

Year 1:

- Addition and subtraction within 10.
- Shape

Year 2:

- Addition and subtraction (2-digit numbers)
- Shape



Please try to practice regularly on Numbots and Times Table Rock stars! This helps to secure your child's understanding of number and times tables (Year 2).

