

Year 1 and 2 – Wriggle and Crawl



English

This term, we will be writing a set of instructions based on our Stunning Start, how to make a bug house. We will also be creating fact files about different insects. The children will be learning the story 'The Cautious Caterpillar' and use this to focus on story writing. We will also be learning a range of poems based around minibeasts and bugs.

Arts and Design

This term in Art, we will be drawing close-up and detailed sketches of minibeasts. We will also create models of ants using a range of different materials.

Computing

In Computing, the children will begin to learn about algorithms, what they are and how to create a simple algorithm. We will practically program each other on a minibeast hunt before rewriting 'The Hungry Caterpillar' as an algorithm.

Science

In Science will be exploring and investigating minibeasts, thinking about what they need to survive. We will create minibeast homes where we can observe and care for them. Also in Science, we will be investigating the food chains and the lifecycles of different creatures such as butterflies and bees. We will also explore camouflage creatures and creatures that have danger colours.

Music

The children will explore a range of musical instruments to decide of appropriate sounds which could be used to represent different minibeasts.

PE

The children will be working on a range of skills within a variety of team games.

Maths

In Maths, we will begin by learning about Multiplication and Division. The children will then focus on statistics by learning about tally charts and pictograms. We will also learn about the properties of shapes and begin to learn about fractions.

RE

This term we will be learning about Islam and Christianity.

Design and Technology

We will be exploring local honey and using this to make baked treats. We will also be using our knowledge of camouflage to design and make a 3D-model of a minibeast.

Geography

In Geography, we will be creating maps of our local area using features such as a key. We will use our maps to go on a minibeast hunt.