

### Maths

- Number and place value: Up to 30
- Geometry: Properties of shapes
- Addition and subtraction

### English

- Lists, labels and captions.
- Traditional tales
- Counting rhymes
- Instructions

### Geography:

- Map work
- Identifying where animals are found in the world and how those places are different to habitats in the UK.

### Science

- Identifying and classifying animals
- Naming different parts of the body on humans and animals.
- Carnivores and herbivores.

## Animal Antics

## Coot and Mallard Class

Autumn 2019

### Music

- Musical appreciation based on Carnival of the animals and Lion King.
- Composition based on the movement of animals.
- Singing and performing a range of songs.

### Design and Technology.

- Developing designing, making, cutting, shaping and joining skills through a range of junk modelling activities.

### Art

- Developing a range of skills including observational drawing, painting collage, sculpture.
- Exploring the work of different artists and illustrators.

### RE

- Developing children's understanding of groups they belong to.
- Christianity.

### Computing:

- Learning to navigate a range of software.
- Sorting and presenting information.
- Using drawing packages to produce pictures.
- Exploring electronic music software.

### PE

- Dance
- Multi-skills – throwing and catching