Personal Social Emotional Development

- Play animal board games, taking turns and waiting patiently for turns. Follow rules of games well.
- Talk confidently to the class about their favourite animal.
- Understand and talk about ways to care for pets and how this is similar or different to how they take care of themselves or others.

Literacy

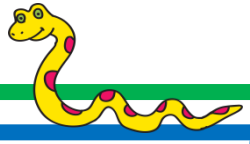
- Read 'Room on the Broom' and learn about the different animals in the book.
- Write fact files about different animals.
- Read a range of fiction and non-fiction books about animals.
- Draw and label different animal parts.
- Acting stories. Make up stories with animals as the characters.
- Drawing Club.

Maths

- Sort animals into groups with 0,2,4, 8 legs and saying how to find out how many altogether.
- Create and describe different patterns found on animal furs and skins.
- Measuring and weighing animals toys.
- Learn about symmetry by looking at ladybird spots and butterflies.
- Solving mathematical problems by halving and doubling groups of animals.
- Noah's ark song - Counting animals in 2's.
- Use money and time in the role play vet area.

Communication and Language

- Learn new animals songs and rhymes.
- Speak to the class about pets they have at home or would like to have.
- Talk about which category certain animals go in and why.
- Listen to different animal sounds and guess what they might be.
- Discuss the differences between animals and their habitats.
- Ask and answering questions about different animals.



PD/HSC

- Talk about the differences in their body when they pretend to be animals and how much energy they would use.
- Talk about the importance of washing hands after touching animals.
- Learn about animals diets and how they are different or similar to ours.
- Talk about foods which benefit our bodies and foods that might make us ill.

KUW

- Learn the names of baby animals.
- Watch a life cycle of a butterfly and use a calendar to record changes.
- Research information about animals from the internet to find out things about various animals and their habitats.
- Learn about nocturnal animals.
- Programme a Beebot to move

Different flowers.

All Creatures Great and Small

Expressive Arts and Design

- Take inspiration from animal sculptures and design and make own from clay (Kapow 3D)
- Use different materials create a variety of habitats e.g. zoo, jungle, farm, woodlands etc.
- Programme and debug beebots to get from one animal in the zoo to another.
- Explore the way tuned and untuned instruments sound and experiment to make different animal noises (Kapow- Big Band)

Vocabulary: camouflage, habitat mammals, reptiles, amphibians, mini beasts, carnivore herbivore, nocturnal, symmetry sculpture