Theme	Week 1 21/4/25	Week 2 28/4/25	Week 3 5/5/25	Week 4 12/5/25 Trip to Nell Bank 'Tidy workshop'	Week 5 19/5/25				
	What makes a good helper?	Which animals can you name and describe?	What is a habitat?	How do we care for our environment?	What is a life cycle?				
Key Texts	Handa's surprise –friendship/diversity	The Crocodile Under the Bed Little Kids first book of animals	The Ugly five Little Kids first book of animals	Can we really help the polar bears?	Tadpoles Promise Caterpillar to Butter The Hungry Caterpill				
Knowledge/ UTW (what do we want the children to know,	I know that there are rules at school and home. I know that helpful means to be willing to help or useful.	I know that some animals live on land. I know that some animals live in water.	I know a habitat is a place an animal makes its home. I know that a habitat is a place where	I know the environment is the space around me. I know that we need to care about our environment to help plants, animals and	I know all animals ha I know that a life cyc born, grows, has bab				
learn and remember?)	I know a good friend is kind, helpful and caring	Challenge: I know that a minibeast is a small animal e.g., ladybird, ant, fly.	animals can find shelter, water, food and space. Challenge:	Challenge: I know that I can help care for the	I know a caterpillar t I know a tadpole turi				
	I know that religious people follow the rules of their religion. Challenge:		I know a desert is a hot, sandy habitat. I know a grassland is a habitat covered in grass.	environment by picking up litter, walking to school to reduce pollution and recycling.	Challenge: I know plants have a				
	I know Jesus is a special person for Christians. I know the prophet Mohammed is a special person to Muslims.		I know that pond habitats are the home to lots of different animals and plants.						
Key vocabulary	Home Family School Community Good manners Rules Friends	Land Water Animal Minibeast	Habitat shelter water desert Jungle grasslands Bond	Environment pollution Litter Recycle	Life cycle Tadpole Frog Caterpillar Butterfly				
Learning behaviour- Creative thinker	Print Pond I can I can • Show confidence to initiate ideas, try new activities and speak in a familiar group. • Persevere and stay involved when solving a problem. • Test out my own ideas through provision though not always able to explain my thinking. • Be willing to have a go at new experiences. • Use imagination to make things. • Show tenacity when working on a task; either independently or with others.								
PSED	Revisit school rules Children respect the class rules and can change their behaviour if needed.	Children follow hygiene procedures (wash their hands after touching animals)	Children can regulate their emotions when faced with challenges. Children support each other using the rule 'Ask three friends.	Children understand why we take turns, wait politely, and tidy up our environment.	Children listen to fee Children talk about h improved. Children talk about a				

hop'	Week 5 19/5/25
onment?	What is a life cycle?
bears?	Tadpoles Promise Caterpillar to Butterfly The Hungry Caterpillar
e space	I know all animals have a life cycle.
bout our nimals and	I know that a life cycle is when an animal is born, grows, has babies and dies.
	I know a caterpillar turns into a butterfly.
	I know a tadpole turns into a frog.
the ter, walking and	Challenge: I know plants have a life cycle.
	Life cycle Tadpole
	Frog Caterpillar Butterfly
take turns,	Children listen to feedback. Children talk about how their learning can be improved. Children talk about and learn from mistakes.

	Introduce the learning behaviour	Children start to use initiative and		Children choose their own equipment that	Τ	
	creative thinker.	do not need directing through		is necessary to complete a task and		
		familiar routines.		explain why they've chosen it.		
		Children start to understand how		Children participate in a wide range of		
		other children and adults feel.		activities.		
Rhyme of the week	Oranges and lemons	Look at the sneaky crocodile	Hurt no living thing	The animals went in two by two	T	
Computing knowledge sentences:	I know that a code is a set of instructions	for computers to follow.				
Maths	NCETM wk 27 WRM To 20 and beyond	NCETM wk 28	NCETM wk 29	NCETM wk 30	Ν	
	Step 1 Build numbers beyond 10 (10 -	WRM To 20 and beyond	WRM How many now?	WRM Manipulate compose and	١	
	13)	Step 5 Verbal counting beyond 20	Step 1 Add more	decompose	S	
	Step 2 Continue patterns beyond 10	Step 6 Verbal counting patterns	Step 2 How many did I add?	Step 1 Select shapes for a purpose	5	
	,		Step 3 Take away	Step 2 Rotate shapes	ç	
	(10-13)		Step 4 How many did I take away?	Step 3 Manipulate shapes	ļ	
	Step 3 Build numbers beyond 10 (14-		Step 4 now many did I take away!	Step 4 Explain shape arrangements		
	20)					
	Step 4 Continue patterns beyond 10					
	(14-20)					
Art progression	 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; • Share their creations, explaining to Artist – Elizabeth Frink (sculpture) link it to animal sculpture Use hands to manipulate malleable materials in different ways- rolling, kneading, squashing, pinching. Begin to arrange blocks and boxes in different ways: stacking, lining up, enclosure. Create models using recycled materials. Work with other children to create a group piece of work. 					
Cooking	Jam tarts- rolling and using cutters	Jam tarts- rolling and using cutters	Jam tarts- rolling and using cutters	Cheese straws – weighing, grating, rolling, cutting, shaping, brushing		
					<u>س</u>	

There's a tiny caterpillar on a leaf

NCETM wk31

- WRM Manipulate compose and decompose
- Step 5 Compose shapes
- Step 6 Decompose shapes
- Step 7 Copy 2-D shape pictures
- Step 8 Find 2-D shapes within 3-D shapes

e process they have used.

Cheese straws – weighing, grating, rolling, cutting, shaping, brushing