

MAIN DRIVER
Science

Investigating animal habitats in the outdoor area
– making a bug hotel

Identifying and classifying different leaves and
their trees

Identifying seasonal change through looking at
leaves and trees around us

Labelling the different parts of a tree

NUMERACY

Measurement – Length and Height
Comparing, ordering and measuring sticks

Geometry – Shape

Finding examples of 2D and 3D shapes in our
environment (link also to map work)

Making shapes with sticks 2D and 3D
Patterns with 2D and 3D shapes (linked to
ordinal numbers)

Number – Place Value

Sorting objects

Counting to 10 using 5 frames and 10 frames

Counting on and counting back

1 more / 1 less

Greater than / less than / equal to

Ordering numbers

Ordinal numbers

WOW/IMMERSION

Postcard from Stickman who has left
his family of sticks for us to look
after (stick insects)

Snail trails left in the classroom
Visit to Rising Sun Country Park to
look at different animal habitats / art
in nature / den building

Class ant city

Visit to school from bugs???

LITERACY

Stickman – learn the story (shortened form)
and story map it. Analyse for the different
language features that are introduced and
create rubric.

Stickman comprehension of the story using
Vipers Question stems.

Snails – learn the text (shortened form) and
box it up into aspects of a report. Analyse to
identify the features and produce a rubric of
what to include.

Snail’s comprehension of the report using
Vipers question stems.

Postcards to tell of Stickman’s adventures.

Rhyming words games.

Write a set of instructions to describe pick up
sticks game.

NOVEL STUDY

Stickman by Julia
Donaldson

Snails by Jens Oleson



MAIN OUTCOME

Building a bug hotel –
asking local gardening
centre in to open the bug
hotel and discussing our
designs with them.

Go Wild

How do we bring more of the wild to Percy Main?

PSHE

Looking after each other –
Friendship link paper chains

Looking after our planet –
make a large word from
bottle tops (milk) and discuss
what we could do to help
improve our world.

T4W – Snails

Imitate – Retell the report (shortened
form)

Innovate – Write a new heading and
paragraph about snails

Invent – Report about worms /ants

T4W – Stickman

Imitate – Retell the story

Innovate – new
adventure for the stick –
I’m not a ____

Invent – Journey story



Hist/Geog

Use google maps to find the school
and look at the local area – what can
they identify?
Make 3D map of the school and it’s
grounds.

Studying the geography of the school
– make a plan of the outdoor area to
decide where the bug hotel should go
after finding out where ‘wild things’
like to live.

Stickman is lost in our school
grounds. Can we use the map to find
rescue him.

PE

Dance – things that move
in the environment –wind,
animals etc. linking
movements
Games -

CREATIVE

Den building
Stick man pictures with real
sticks
Look at Andy Goldsworthy
art – children to make own
transient art using found
materials

ICT

Purple Mash ??
Designing own creature that
might live outside.
Researching ants / worms
Making a short film of
retelling the stick man story
with props made in Art

SPAG

Combining words to make sentences.
Finger spaces.
Capital letters and full stops.
Using known graphemes to spell high
frequency words.
Introduce 1st set of common exception
words.