

Art

Painting: Explore use of thick and thin brush strokes. Use colour to respond to the work of Jasper Johns. Use primary colours to respond to the work of Mondrian creating a digital version of Elmer in the style of Mondrian.

Collage: Explore matisse – the snail and respond using ripped paper.

Create collages using contrasting textures (i.e. shiny and matt, smooth and rough)

Explore use of hot and cold colours (magazine and different textured materials) in groups create larger scale collaged Elmers in response to the work of Patrick Heron.

Create own collage in the style of Kurt Schwitters using tickets and materials that represent our learning this topic.

MUSIC

Listen to and appraise music from different genres
Play glockenspiel to an accompaniment. Improvise and compose.

NUMERACY

Counting groups of animals and solving jungle home problems. How many cubes to make a giant Elmer? How many of each colour did you use? Counting in animal legs etc. Sharing things to make things fair – jungle tea party.

Symmetry – looking at butterfly patterns and other animal patterns

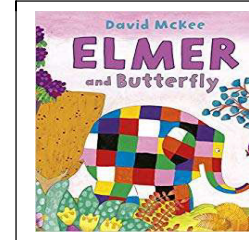
Finding our way through a jungle using a map.

Fundraising ideas and looking at how much money we raise.

Time games

NOVEL STUDY

Elmer and Butterfly by David McKee



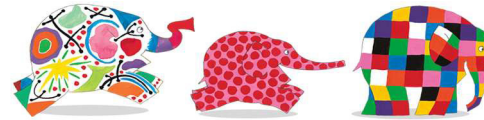
MAIN OUTCOME

Decorated Elmer for display in St. Oswalds Elmer trail.

How can we be more like Elmer?

PSHE / RE

Learn the parts of a church visit a local church.
Learn the creation story and explore Christian beliefs about how the world was created. Respond to story using art and mixed media.
Learn the story of Noah's Ark and respond using drama and arts. Create e-book to tell the story.



T4W – How to wash a wooly mammoth

Innovate – wash an elephant

Invent – Letter to Elmer about how to look after a butterfly.

LITERACY

Reciprocal reading texts -

How to find Gold by Vivianne Schwarz

Pattan's Pumpkin – Chitra Soundar

Grace and Family – Mary Hoffman

Handas Surprise – Eileen Browne

Elmer – David McKee

Elephant descriptions – what should our Elmer look like and why?

T4W – Elmer and Butterfly (shorted form)

Innovate – different animal helps Elmer

Invent – Meeting tale

GEOGRAPHY

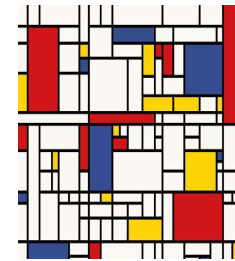
Use maps of the UK and label countries and seas.

Use maps to mark out where stones are hidden.

Mark onto maps where in the world foods come from.

HISTORY

Learn about George Stephenson and the rainham trials.



SPAG

Common exception words games using spelling shed.
Dictated sentences using suffixes.
Changing one animal to many animals – plurals
Making sentences and joining two sentences together – silly sentences

Science

Learn the parts of the human body – label diagrams.

Explore the senses and how they link to different parts of the human body.
Learn about different animals and explore how they are similar and different.

Categorise animals (i.e. fish, amphibians, reptiles, mammals)

Compare types of animals and explore what they eat.
Use butterfly tent and live caterpillars to make observations and find out about life cycles.

WOW/IMMERSION

Trip to Seven Stories to see Elmer display.

Visit from St Oswalds to introduce Elmer

Elmer surprise arrival

Elmer birthday party
Hiding Elmer Rocks with messages for how to 'be more elmer'

PE

Ball skills – practice throwing and catching

Athletics – Use multiskills to develop Agility Balance and Co-ordination

DESIGN TECHNOLOGY

Food technology – prepare different savoury foods and link to science learning about the senses.

Learn about where different foods come from and explore different ways of preparing them.

Prepare a rainbow salad.
Design and make moving pictures using levers.

Link to work on animals and life cycles – butterfly emerging/chick hatching.

ICT

Create e-books using 2simple software. Create an illustrated book about Elmer and a non-fiction account of life cycles.
Create branching database to sort animals

Learn SMART and how to be safe online. Create class rules and posters.