Prime Area: Communication & Language

- Begin to use subject specific vocabulary related to our topic such as environment, habitat, life-cycle (Please see our Knowledge Organiser)
- To use language to describe minibeasts.
- To generate questions about minibeasts.
- To contribute to whole class discussions, offering their own ideas.
- Use full sentences and past, present and future tenses when speaking.

Prime Area: Personal Social and Emotional Development

- To talk about change and how it makes us feel.
- To talk about how we have changed since we started school.
- To talk about moving to Y1.
- To show respect, care and concern for living things and the environment...

Prime Area:

Physical Development:

- Gymnastics: To hold shapes & balances for 5 seconds.
- To take part in sports day.

Computing:

Use technology to find out about minibeasts.

Use a pictogram to organise information and find out the classes favourite minibeast.

Literacy: Reading

- Enjoy a range of stories related to minibeasts.
- To read simple sentences and books consistent with their phonic knowledge.

Numeracy- Number

- To recognise & write numbers to 20.
 - To recall number bonds and subtraction facts to 5/10/20.

 Money/Coin recognition.

Expressive Aprs and Design

- Music: Pirch: Singing high/low.
- Art: Layering to create an effect: Combine colour wash, pen drawing & collage to create a minibeast picture.

We will be:

- Watching our caterpillars turn into butterflies.
- Making a womery.
- Planting a bee café.
- Creating a bug hotel.

Literacy: Writing

- To retell the story of The Hungry Saterpillar/write about our visit
 The Butterfly House.
- To write facts about minibeasts.
- To continue to spell Level 3/4 words.

Understanding the World

- To know minibeasts are creatures without a back bone.
- Minibeasts live in different habitats.
- Minibeasts are good for the environment.

Key Texts: The Honey
Bee/Very Hungry Caterpillar/
Mad About Minibeasts.
Author of the half term: Julia
Donaldson.

Poetry focus: Wriggle & Roar, Hey Little Bug.

