

Habitats – how animals are suited and identifying micro-habitats.

Yr3 Fossils Petrified wood—look at examples. Consider the period of time the wood existed

SCI D.T history

Locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas

Draw large map of the UK on the playground

Sci geo

Rocks (soil composition)

Compare and group rocks

Focus on 'Lost in Space' Play and create 3 note melodic and rhythmic ostinatos Improve skill at playing pitched and un-pitched percussion Develop a secure knowledge of the Inter-related dimensions of music Start to read staff notation of three pitches Sing and play in parts

Sci mus

Changes within living memory and beyond – habitats changing around Whaddon to become housing. British and world history

History of an oak tree—its uses back then.

Chronology—make a time line

Gurney's Field

Woodland map making use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; Use a simple key

Local place knowledge including human and physical geography of area.

geo

Tree and leaf rubbings

Oil pastels – woodland animal

Andy Goldsworthy

Natural art

The golden ratio

fibonacci sunflower

Use percussion, sing pulse and rhythm

Art Sci mus

Seasonal changes specific to local area vs other areas of the world.

Compare how different habitats are more suited to certain plants e.g cacti and broadleaf

Plants ref to NC.

Animals—(e.g basic needs—oxygen) ref NC.

Stormy Weather' Use dynamics

Select, change and organise appropriate sounds to create sound effects Learn about descriptive music about the weather

Sci geo mus

The Ancient Oak Tree

LOtC opportunities are in green
Writing opportunities throughout

Making a scarecrow for Harvest Festival

Identify and compare the use of everyday materials

Functions of plants

Outdoor building – habitats, hedgehog homes, bug hotels
D.T., Sci

Green screen storytelling (with puppets)

Footage of creatures in the woods
com

Mantle team task and activities
Mapping the location of the tree within the village: identifying surrounding features which may be affected
Reporting on the wildlife in the tree
Designing and making systems for bringing the wildlife safely down from the tree in order to inspect the tree
Caring for the wildlife

Mantle team task and activities
Food chains: protecting the squirrels and feeding them
Detailed drawings of the parts of a tree
Life cycle an acorn/tree: writing the history of the tree for the village council
Reporting the event
Types of tree – learning about oak trees in particular
Taking sample bark rubbings of