Hook:

Children will get hands on and look at lots of different plants and flowers in our local environment and our classroom.

Rationale:

Children will begin to explore the idea that everything has a purpose, and begin to question why and how things are as they are. They will use evidence, observation, experimenting and analyzing to draw their own conclusions about why things are as they are.

Outcome:

Children will be able to observe, analyze, test and evaluate the growth of plants, geographical environments and designs.



Focus Area: Science

Children will learn the names of common plants and trees, identifying them by examining their features and habitats closely. We will explore what plants need to grow and thrive. Children will plan, carry out, record and evaluate our own experiment to determine what conditions cress seeds need to grow healthily.

Focus Area: Geography

Children will use atlases, aerial photographs, the internet and maps to research and explore what two contrasting locations are like: the Isle of Wight and Kenya. They will be able to talk about similarities and difference between the two locations and think about how humans and other animals have adapted to survive in both places.

Supporting Focus Area: Design and Technology

Bags can be an important tool for survival! Children will assess a range of bags and rate them according to criteria. They will then have the chance to design their own bag. Children will choose the appropriate materials, work out how to join them and construct their own bags.

Survival

Discrete Teaching Programmes: Reading Phonics Spelling Handwriting Mathematics Music RE PE Computing DT English - I'll Take you to Mrs Cole by Nigel Gray - surviving a visit to a neighbour's dungeon!

Linked Teaching Programmes: SRE - Differences and changing, surviving summer weather Art - Abstract art and photography, real or fake images

Family Linked Learning project:

Where in the world would you like to explore? Choose somewhere to visit and create a list of things you will need to survive there! Perhaps you could design a bag to take with you and draw what you would need to take with you and why!