

# Wriggle and Crawl



Grab your coat and pooter – we're going out and about on a minibeast hunt! Set up your own minibeast laboratory and observe their every move. Add notes and labels and ask your own research questions – just like an entomologist! Learn about bees and worms and butterflies too. Can you make a food chain to show who eats who? Carry out investigations to find out more, like how far a snail travels in a day and how a spider catches its prey. Show how your favourite bug transforms from one form to another, perhaps a caterpillar to a butterfly or a maggot to a fly...urgh! On your belly, legs at the ready, it's time to wriggle and crawl!

Focus	Science
English	Lists and leaflets; information books; poetry; writing for different purposes.
Maths	Measurement; Properties of shapes, 2D, 3D; + - x ÷; Time; Fractions; Symmetry; Finding change...
Geography	Fieldwork
RE	Christianity
Computing	Finding Information; Presentations
DT	Materials and Mechanisms.
Art	Observing, drawing and model making
PE	Throwing and Catching.
Science	Animals, including humans; Working Scientifically
PSHE	Team work; Health and Well-being.

# Towers, Tunnels & Turrets



See the castle ahead? Get ready to invade its mighty walls! Shoot a projectile with an archer's aim! Head across the drawbridge, over the moat and up to the top of the tower...

Meet Rapunzel who lives in a tall, tall tower. Let's build a brand new one! Who's is the tallest? Can you measure it?

What's that sound? I hear little hooves going trip, trap, trip, trap, over the rickety bridge. Watch out for the angry troll underneath! Make sure your bridge is sturdy enough to take the weight and get us safely to the other side. Who will help you build a strong fortress? A little pig maybe...

Focus	Design and Technology / History
English	Recounts; Reported Speech; Narrative; Letters; Posters.
Maths	Measures (height); + - x ÷; Money; Time; Estimates...
Science	Living things and their habitats; Use of everyday materials; Working scientifically.
Art & Design	Model Making – Towers, Bridges and Tunnels.
Computing	Create Castles using Drawing Software.
Geography	Amazing Structures around the World; Towers and Bridges in the Local Area.
PE	Defend and Attack games; Balance and Co-ordination.
RE	Judaism
History	Castles & Castle Life; William the Conqueror.