<ul> <li>Animal puppets</li> <li>Leaves – draw, print, paint,</li> <li>Animal masks</li> <li>3D tree</li> <li>Animal paw prints</li> <li>Music – animals sounds</li> </ul> Creativity	<ul> <li>Match symbols/ word to write simple text</li> <li>Story scene – pots of different colours' sizes, animals</li> <li>Sequence story</li> <li>Theme of story – important features</li> <li>Rewrite class fable –different animals / different pots</li> <li>Puppets to tell story</li> <li>Communication</li> <li>Features of different animals</li> </ul>		<ul> <li>Counting – coloured pots</li> <li>Measure – big/ small – ordering size</li> <li>Capacity – pots of different sizes (non-standard units)</li> <li>Sorting/ matching pots – for size/ colour</li> <li>Measure – length – order animals</li> <li>Addition/ subtraction – pots, food, animals</li> <li>Reasoning</li> </ul>
<ul> <li>Visit Hinchingbrooke park</li> <li>Visit Thetford forest</li> <li>Class Jungle</li> </ul> Experiences	Semi-Formal Topic Web  Spring Common Academy  Spring Web  1.1 (3 weeks)	KS2B Topic: Fables  Key Text: Fox Fables- The king of the forest Dawn Casey https://www.youtube.co m/watch?v=i9ZQ7voKN OU	<ul> <li>sensory tray -leaves/ soil/ bark</li> <li>Magic carpet – leaves, forest</li> <li>Animal textiles – fur, scales, skin,</li> <li>Food – tastes/ smells, touch</li> <li>Animal sounds</li> </ul> Sensory
<ul> <li>Travelling – around, through, inbetween</li> <li>Moving in different ways – high, low, big, small, slow, fast etc.</li> <li>Moving – like an animal</li> <li>Partner/ team games</li> </ul> Movement	<ul> <li>SRE – public/ private touch</li> <li>Morals/ values – sharing, helping, kindness etc.</li> <li>Turn taking – games, play</li> <li>Partner/ team games</li> <li>Friendship - attributes</li> </ul> Myself		<ul> <li>Animals – Different habitats/ features</li> <li>Forests/ trees – features, lifecycle</li> <li>Minibeasts - Minibeast hunt         Nature walk – use senses, Scavenger         Hunt, wormery</li> <li>China - people, animals, houses, food</li> </ul> Our World