


<ul style="list-style-type: none"> • Create own colourful African bead chain • Limbo Dancing to African tribal music. • Create own Masquerade and share in whole school assembly • Create own clay African lamp • Dye white fabrics with food dye to make a collage <p>Creativity</p>	<ul style="list-style-type: none"> • Describe objects from the book using symbols - adjectives • Role play scenes from the book • Talk about how characters are feeling in different pictures – use symbols/Makaton • Use colourful semantics to describe scenes/pictures from book • Create own class book, e.g. C is for Class 2DH <p>Communication</p>	<ul style="list-style-type: none"> • 2D and 3D shapes – explore and match to properties (repeating patterns/structures) • Multiplication and division (physical arrays linked to drum African market foods) • Using quantities and objects, adds and subtracts two single-digit numbers. • Pictogram – classes favourite African foods <p>Reasoning</p>
<ul style="list-style-type: none"> • Drumming workshop • Visit Fitzwilliam Museum in Cambridge • Sample food at an African restaurant • Canoeing – visit an adventure centre to experience canoeing. <p>Experiences</p>	 <p><i>Semi-Formal Topic Web</i></p> <p>KS3D <i>Topic: Our World: Africa</i></p> <p>Spring 1.2 3 weeks</p> <p><i>Key Text: A Is For Africa</i></p>	<ul style="list-style-type: none"> • Taste, smells and texture of African food • Feel the textures of different plants that grow in Africa • Create own sensory story about Africa. • Set classroom up as African sensory room. <p>Sensory</p>
<ul style="list-style-type: none"> • Jumping (hurdling) as a class. • Tribal dancing • Move like different African animals • Move around balancing light object on head (traditional African carrying skill) • Practise different hand shakes <p>Movement</p>	<ul style="list-style-type: none"> • Visit Sainsburys / market and purchase essential items needed to survive in an African village. • Discuss why people run market stalls. What must happen for them to be a financial success? • Keeping hygienic – discuss how to keep clean / healthy when out in the wilds. <p>Myself</p>	<ul style="list-style-type: none"> • Timeline of key events in African history. • Create a map of Africa and add some of the key human / physical features – e.g. Mount Kilimanjaro / River Nile / Table Mountain etc. • Create own model of Mount Kilimanjaro. Investigate which force is needed to make Ash (paper parts) fly out of the crater. <p>Our World</p>

