

Bears

Art

Develop a range of art and design techniques in using pattern

Pattern- design bed covers or cushions for Baby Bear. Fabric printing
Identify pattern in artwork (Y1)
Print a simple repeating pattern (Y1)
Create a repeating pattern (Y1/2)
Create prints in different ways- pressing, rolling, using ideas from surroundings (e.g. wallpaper) (Y2)

Music

Bear went over the Mountain

Teddy Bears Picnic

5 Little Teddy Bears

History

Teddy Roosevelt
Old and New bears Timeline

D&T

Goldilocks - Design a new chair for baby bear

Design

-design purposeful, functional, appealing products for themselves and other users based on design criteria
-generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

Select from and use a wide range of materials and components, including construction materials according to their characteristics
Select own tools for cutting and joining (Y1)
Select materials according to characteristics (Y2)
Select own tools for shaping and finishing (Y2)
Build structures to make them stiffer and more stable (Y2)
Build structures to make them stronger (Y1)

Evaluate

Evaluate an existing range of products
Evaluate their ideas and products against a design criteria
Make porridge for Baby Bear (link to Literacy and Science)
Children learn how to cook- taste different ingredients to add to the porridge

Science

- identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals
- identify and name a variety of common animals that are carnivores, herbivores and omnivores
- notice that animals, including humans, have offspring which grow into adults
- find out about and describe the basic needs of animals, including humans, for survival (water, food and air)

Goldilocks

Geography

Bears
Goldilocks - map of the story

IT

Programming - units from the Espresso Coding scheme
Simulations - Zoo on Purple Mash
Typing - Y1, Mike Y2 Baggy
Data bases QCA unit 2E integrated task