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| **Animal Antics – Summer Term 2 2026** |
| **KS1** | **Lower KS2** | **Upper KS2** |
| **Science*** Animals including humans (fish, amphibians, reptiles, birds, mammals)
* Carnivores, herbivores, omnivores
* Living things and their habitats
* Basic needs of animals
* How animals obtain food
* Animals have offspring that grow into adults
 | **Science*** Recognise that animals can be grouped in lots of different ways
* Use classification keys
* What happens to animals when environments change?
 | **Science*** Life cycles and differences in mammals, amphibians, insects and birds
* Animal classification (including micro-organisms)
* Dinosaurs – adaptation, evolution, fossils
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| **RSE & PSHE*** Safety and the changing body
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| **Design Technology**Mechanisms(Animal wobblers) | **Design Technology**Mechanisms(Moving animals) | **Design Technology**Mechanisms(Moving animals) |
| **Music**Year 1 – High and low – exploring pitchYear 2 – Patterns with pitch – exploring pitch and melody | **Music**Year 3 – Sing, play, notateYear 4 – Melody Builders – exploring melodies and song structures | **Music**Year 5 – Song ingredients – Exploring melody, harmony and lyricsYear 6 – Celebrating songs |
| **PE**GamesYear 1 – Unit 2 Throwing and catching – aiming gamesYear 2 – Unit 2 Making games with a partner – aiming, hitting and kicking  | **PE**AthleticsYear 3 - UK Athletics pack lessons – Running and jumpingYear 4 – UK Athletics pack lessons – Jumping and Throwing | **PE**AthleticsYear 5 – Twinkl athletics unit packYear 6 – Twinkl athletics unit pack |
| **Computing*** Year 1 – Unit 6 DB Primary
* Year 2 – Unit 12 DB Primary
 | **Computing*** Year 3 – Unit 18 DB Primary
* Year 4 – Unit 24 DB Primary
 | **Computing*** Year 5 – Unit 30 DB Primary
* Year 6 – Unit 36 DB Primary
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|  | **MFL*** Unit 6 - Food glorious food
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