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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 |
| **RSE & PSHE**   * Safety and the changing body | **RSE & PSHE**   * Safety and the changing body | **RSE & PSHE**   * Safety and the changing body |
| **Design Technology**  Mechanisms  (Animal wobblers) | **Design Technology**  Mechanisms  (Moving animals) | **Design Technology**  Mechanisms  (Moving animals) |
| **Music**  Year 1 – High and low – exploring pitch  Year 2 – Patterns with pitch – exploring pitch and melody | **Music**  Year 3 – Sing, play, notate  Year 4 – Melody Builders – exploring melodies and song structures | **Music**  Year 5 – Song ingredients – Exploring melody, harmony and lyrics  Year 6 – Celebrating songs |
| **PE**  Games  Year 1 – Unit 2 Throwing and catching – aiming games  Year 2 – Unit 2 Making games with a partner – aiming, hitting and kicking | **PE**  Athletics  Year 3 - UK Athletics pack lessons – Running and jumping  Year 4 – UK Athletics pack lessons – Jumping and Throwing | **PE**  Athletics  Year 5 – Twinkl athletics unit pack  Year 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 |
|  | **MFL**   * Unit 6 - Food glorious food | **MFL**   * Unit 6 - Food glorious food |