

Humanities - Geography focus

Look at big cat habitats around the world

Watch video clips of big cats in the wild and talk about the kinds of places they live.

Look at landscapes, climate and vegetation the animals like and how they survive
(Use examples of the lions and big cats of the African plains, the Bengali tigers of India and the Nepal or Arctic's snow leopards)

Look at globes and maps to find out where different zoo animals originate from.

Investigate which animals are at danger of extinction (both in the UK and the wider world), where do they live and why are they in danger

Science

Investigate what types of food domestic animals and farm animals eat. Group the animals according to what they eat.
Introduce the terms carnivore, herbivore and omnivore.

Food chains & webs
Investigate similarities and differences between animals of the same classification and of different classifications.
Investigate variance between humans, looking at common features and variance.
Camouflage in animals
Comparisons between the features of humans and animals

Creative Arts

Create pictures of popular pets identifying the animal's specific features and the textural qualities and patterns that animals have. (Fur, feathers or scales)

Create imaginary pets

Use print and collage to make animal patterns

Learning Journey Theme Paws, Claws and whiskers

Life Skills

Investigate how animals help humans in everyday life, ranging from pets to guide dogs, emergency service and military animals.
Discover how some animals have specific physical features or skills that can be trained to help humans live their lives.

Realise that humans and animals have a mutual dependency in many ways.

Look at the responsibilities of looking after a pet and the costs of keeping a pet. (link to computing project - Guide)

Research charities that raise money for animals

Make a bird feeder

Computing

Use technology to research and find images of a range of domestic and zoo animals.
(Encourage students to bring in photos of their pets)

Use technology to design a child friendly guide to looking after a pet of their choice.
(Relate to their own pet or pets we have in school)

Students could extend this by looking at how large zoo animals are looked after

Maths

Measures i.e. size, height, weight
Collecting data i.e. tally charts
Representation data i.e. charts, tables & diagrams
Money (costs of having a pet)

English subject material is covered outside of this theme