

English (more ideas)

Reading

Match the animal to the correct picture of the animals.

Read a new page of the story each day – looking at each animal that needs the tree in the rainforest. Boa constrictor, Bee, Monkey, Toucan, Tree frog, Jaguar, Porcupine, Anteater, Sloth.

Read the story, exploring a different animal each day.

Read an extract from the story – highlight all the words with oo or ai.

Phonics

Phonics Fairy

Writing

Make an information booklet about the animals from the story; where do they live, what do they eat? How many species? Find a picture.

Choose an animal and write a sentence about why they don't want the tree to get chopped down

Communication

Explore the puppets of the animals and learn the signs, communicate using PECS what the animals are. 'I see anteater.'

Use PECS to ask for the puppet they want to play with.

Learn symbols for: Rainforest, Boa constrictor, Bee, Monkey, Toucan, Tree frog, Jaguar, Porcupine,

Our World (more ideas)

Computing

Use the internet to research how to help the environment.

Copy and paste pictures of views out of windows, create a slideshow of pictures.

Forest School

Micro habitat exploration

Science

Explore parts of plants and how they grow.

Understand needs of plants; water, light, temperature.

Weather changes over seasons.

Day/night in relation to the movement of earth and sun.

Looking at the sky and what planets are in the solar system as well as earth.

Cooking

Cook with ingredients that grow on trees

Humanities

Discuss the save the trees campaign in Cambridge

WOW! (more ideas)

Linton Zoo

Shepreth Wildlife Park

The park

Recycling centre

Visit the trees that have been saved

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PSHE (more ideas)

Self Awareness

Conscience Alley—for and against arguments

Managing Feelings

Caring for one another and our environment.

Recycling.

How we grow up and change.

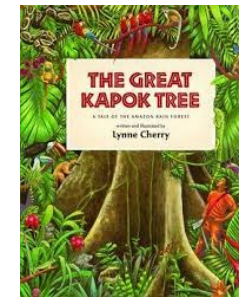
Changing habitats locally

Geographical changes and how it relates to deforestation

Promoting changes from growing

***Please also see: PSHE EDUCATION PLANNING FRAMEWORK

The Great Kapok Tree



Theme: Conservation

Maths (more ideas)

Number

Create one step word problems describing scenes from the book - if there are ten leaves and the sloth eats 6 how many are left?

Sequence the arrivals of the animals in chronological order - describe using time language

Use objects to solve one step number sentences around the jungle theme $3+5 =$, eg.

Shape, Space and Measure

Make junk models of animals using 3D shapes

Use positional language to describe where animals are

Sort and categorise different animals by certain criteria - big, small, legs, no legs

Leaf printing in different colours - patterns

Create a forest number line.

Create groups of animals and trees to solve basic sharing problems

Compare lengths of animal tails - heights of trees and sizes of animals - describe and order

Research and record weights of animals - bar charts

Physical Health and Wellbeing (more ideas)

Physical Health

Balancing on large and small parts of body

Wellbeing

Jumping off and on

Life Skills

Bike safety

Sensory

Edible jungle scene

Textured materials

Jungle animals sets –identiplay

Light room as a jungle

Creativity (more ideas)

Art

Make a collage using recycled materials

Music

Animal sounds—high or low pitch

DT

Male a junk model of a tree

Creative Arts

Make a jungle collage and textured animals. Make flowers with tissue paper, press real flowers. Print with leaves and grass.

Make 3d tree or jungle scene