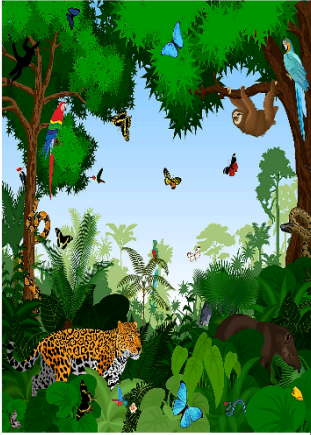


<b>Class/ Year: Year 4</b>	<b>Start Date: April 2026</b>	<b>Finish Date: May 2026</b>	
		<b>Hook:</b> Children will visit various habitats virtually to identify the different animals that live there.	
	<b>Rationale:</b> Children will start by reading "Kensuke's Kingdom" by Michael Morpurgo and explore different habitats and the animal kingdom in Science. They will design and make animal habitats, homes and feeders for the school grounds in DT.		
<b>Outcome:</b> The children will be able to talk about habitats and will be successful in making their own animal homes, which will be put out in time for the Spring.			
<b>Topic: Kingdoms</b>	<b>Focus Area: Science</b> Children will learn all about different living things and habitats. They will recognize that living things can be grouped in a variety of ways. They will explore and use classification keys to help group and identify and name a variety of living things. They will explore their local and wider environment. They will learn about how environments can change and the dangers this can pose.		<b>Focus Area: Design Technology</b> Children will use a variety of skills and materials to design, make and evaluate their own animal feeder for the patch. They will use recycled materials in order to achieve this.
	<b>Discrete Teaching Programmes:</b> Daily maths lessons. Religious Education: Symbols as Stones PE/Games: Cricket, Rounders and Orienteering		<b>PSHE: Growing and changing</b> The children will learn about the physical and emotional changes experienced during puberty. They will also learn about how they can be supported through this and about personal hygiene.
	<b>Family Homework:</b> To design an imaginary animal and the habitat it lives in. This can be presented in any way you like for example a drawing, writing a description or building a model ect. <b>May 16<sup>th</sup> 2026</b>		<b>Linked Teaching Programmes:</b> French - Animals English - Nature Poetry