

Quest Title: Animal Magic YR5.6



Values

- Individual responsibility for the conservation and protection of the world.
- Respecting other cultures and religions.

As historians we will study the life of Charles Darwin and his work on the theory of evolution.

As scientists we will be learning about the classification of living things, leading us to a deeper study of animals, their habitat and how they have adapted and evolved. We will also study the life cycles of animals and plants.

As DT learners we will research, design and make models linked to our topic.

As mathematicians we will learn about the time zones around the world, areas and distances.

As geographers we will be learning about the planet Earth, including continents, oceans, countries, climates, biomes, vegetation belts and mountain ranges. We will also learn about latitude, longitude, the Equator, hemispheres, the tropics, polar circles and time zones. We will use maps, atlases and globes in our study of the Earth to locate countries and describe features.

Zoo projects
As part of the quest this term, the children will be completing a zoo project in school which will incorporate many aspects of the curriculum such as english, maths, computing and art. This project will involve the children designing, promoting and evaluating their own zoos based on their experiences at Paignton Zoo.

DRIVERS: Personal Learning and Thinking Skills	Learning Outside the Classroom	The Arts	Valuing Cultural Diversity
This term we will be learning to work confidently with others, adapting to different contexts and taking responsibility for our own work. We will develop our listening skills and take account of different views providing constructive support and feedback to others.	We will be visiting a variety of places away from school including Paignton Zoo. We have also borrowed authentic resources from the Somerset Heritage Centre. We will be visited by people with expertise in the field of animals, their life cycles and adaptations.	We will be studying a variety of artists and their work, based on the animal kingdom and the environment in which they live. We will develop our drawing skills from observations we make, using tone, line, pattern and texture effectively. We will plan, make and evaluate 3D models Within computing we will use software packages to create posters and advertisements which incorporate different media.	We will investigate and learn about creation from the perspective of a variety of cultures and religions. We also learn about the cultural significance of certain animals. Community In Visitors with first-hand experience of animals Out Curriculum evening