

Curriculum Newsletter

Happily Ever After

Theme Overview

“Happily Ever After” is a thematic unit, based around fairy tales, with a key focus on literacy and drama. It is designed to enable pupils to develop a love of stories, as well as providing a vehicle for communication through creative arts work.

Literacy

Traditional Stories and Fairy Tales
Stories with Predictable and Patterned Language

Maths Links

Shape
Pattern

Time

Science

New Life / Life Cycles
Habitats

Art

3-D Form

Dance

Creating ways of moving that are appropriate for different emotions. character motifs are created and used in a game and small compositions in pairs are developed.



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Wish you'd... talk confidently

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Happily Ever After

Design Technology

Design a bag, suitable for a fairy to carry things in

Drama

Using call and response to help develop a range of emotions in their voices. Creating voices for familiar fairy tale characters.

Music

Producing sound effects to be performed during the re-telling of different fairy stories

PSHE

Name calling
Unfair teasing
Bullying

Finding help
Empathy
Positive and negative behaviour

Speaking and Listening

Using their imagination and creativity to decide on magical properties of an item, whilst developing their ability to compromise.

Computing

Multimedia
Algorithms using directional language



Pathfinders - Happily Ever After

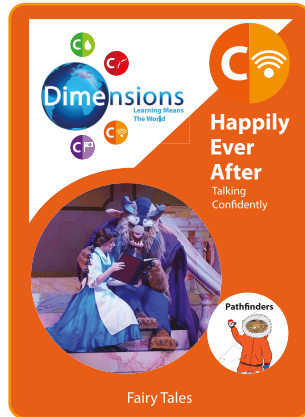
What

I

Should

Know

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Overview

"Happily Ever After" is a thematic unit, based around fairy tales, with a key focus on literacy and drama. It is designed to help us to develop a love of stories, as well as providing a vehicle for communication through creative arts work. The science element of this theme is based on the story of The Ugly Duckling, focusing on living things, especially birds, life cycles and habitats.

What?

What is the differences between living and never been alive?

Living Things...

- Feed
- Need air
- Move
- Produce Waste
- Reproduce
- Grow
- React to their surroundings

Things that have never been alive have never done any of these things e.g. a rock.



Life Cycles

- Life cycle means the stages a living thing goes through during its life.
- The frog's life cycle has four stages. First the egg, second the tadpole, third the froglet and the fourth stage is the adult frog.
- A bird's life cycle is egg, chick, then adult. A duck's life cycle is egg, duckling, then duck.
- Do you know what a butterfly starts its life cycle as?

Why?

Why is an animal's habitat so important?

- An animal's habitat is important as it is the place best suited to their needs.
- The main types of habitat are:-
- desert
 - meadow
 - woodland
 - grassland
 - forest
 - seashore
 - ocean

When?

When do most farm animals have their young?

- In spring! It is the perfect time for babies to be born.
- For grazing animals like cattle, sheep and horses, the fresh green grass and other plants in the fields in spring means better milk for their babies.
- Also, the weather is better and days are longer so the young are better protected.

How?

How do we identify an animal as a bird?

- Birds have feathers.
 - Birds have wings.
 - Birds have pointed beaks.
- Common types of birds are:-
- Chickens
 - Robin
 - Owl
 - Duck
- Can you name some more?

Pathfinders - Happily Ever After

How to...

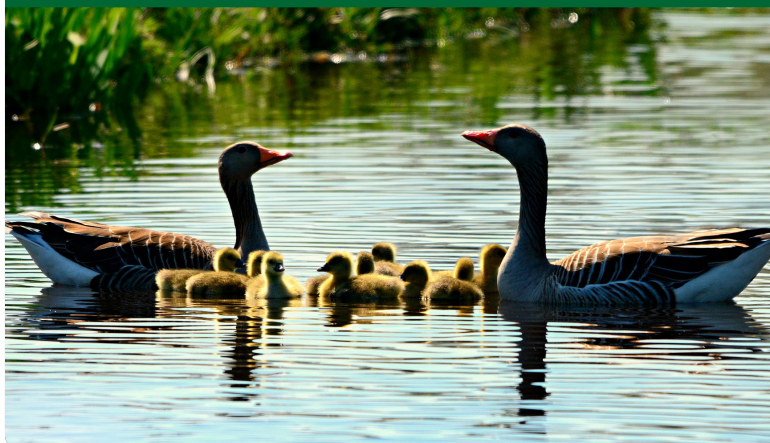
...take care of birds and their habitats

- Don't pick wild flowers. Their seeds can be an important food source for the birds.
- Use less plastic and take your rubbish home.
- Put out bird feeders, especially in winter.
- Provide a regular supply of clean water for local birds.



Concept Flow

- To know the difference between living things and things that have never been alive
- To identify and name a variety of birds
- To know that humans and other animals can produce offspring and that these offspring can grow into adults



Vocabulary

Adult: a mature, fully developed person

Habitat: the home of an animal or a plant

Investigation: to observe or study by close examination

Life Cycle: the stages a living thing goes through during its life

Offspring: a human or animal child

Alive: living, not dead

Source: the place something comes from or starts at

Variety: a collection of different kinds

Young: having lived for only a short time