

How does your garden grow?

Curriculum Driver Y2

Linked people of study: William Morris

Linked texts: Jack and the Beanstalk(Richard Walker); Jim and the beanstalk; The Tin Forest; Mama Miti; The Boy who grew a forest; The Big Book of Blooms; Roots, Stems and Flowers; Mrs Noah's Garden

Linked Music: Charanga

Trips/Visitors: Eden Project, local woods,farm

Topic Composite/Finale: Items to sell at the summer fair.

Year 3 Future Learning Link: How many dinosaurs roamed the earth?



Science

Intent: To grow plants from seeds and bulbs and know how to keep them healthy. To know what a habitat is and know that different animals have different habitats depending on their needs.

Skills, and Knowledge Components Focus

- Observe and describe how seeds and bulbs grow into mature plants.
- Find out and describe how plants needs water, light and a suitable temperature to grow and stay healthy.
- Explore and compare the differences between things that are living, dead, and things that have never been alive.
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants and how they depend on each other.
- Identify are name a variety of plants and animals in their habitats including microhabitats.
- Describe how animals obtain their food from plants and other animals using the idea of a simple food chain and identify and name different sources of food.

Sticky Knowledge:

- I know that plants are living things
- I know that plants need water, warmth, nutrients from soil and light to grow.
- I know that plants start life as a seed or a bulb.
- I can name things that are living, dead and never been alive.
- I know that a habitat is a place where living things can find all the things they need to survive.
- I know that living things need food, water, air, space to grow and some shelter.
- I know that microhabitats are very small habitats where mini bests live.
- I know that animals and plants depend on each other to survive and all living things have a part to play in food chains.

Art

- **Intent:** To be able to use a malleable material to create an object.

Skills, and Knowledge

Components Focus

- Use malleable materials
- Begin to look at different artists work and attempt own interpretations of the style and the technique.
- Explore pattern through printing and stamping.
- Continue to explore and be exposed to work by other artists and designers.
- To use simple dying techniques including printing.
- To look at artists through history.

Sticky Knowledge:

- I know that William Morris is a famous designer and printer.
- I know that a repeated pattern can be created using a printing block.
- I can select appropriate tools to create a printing effect.

Key Vocabulary: clay, mould, smooth, roll, shape, texture, printing, printing block, roller, ink, paint, pattern, repeat, designer

Subject Composite: Create a clay plant pot and printed jute bag to sell at the summer fair.

Impact: . Children know that they can be artists.

DT

Intent: To use a set of criteria to design a functional product using their knowledge of habitats.

Skills, and Knowledge

Components Focus

- Design an appealing and functional product with a purpose for themselves and others.
- Use a set of criteria to aid the design process.
- Draw and make notes on their design ideas
- Explain what they are making and what they will need to use.
- Select and name appropriate tools and equipment needed from a given range.
- Know which equipment is used for cutting, shaping and joining and finishing.
- Select from a wide range of materials and component s depending on use.
- Explore and evaluate existing products.
- Evaluate their product against their design criteria.

Sticky Knowledge:

- I know that products are designed and made to do a certain job.
- I know what a set of criteria is and why it is important when designing a product.

Key Vocabulary: design, criteria, plan, make, evaluate, tools, equipment, hack saw, wood block, ruler, measure, string, join, product, materials,

Subject Composite: Design and make a bug hotel.