

TOPIC OVERVIEW: Grab your coat and pooter – we’re going out and about on a minibeast hunt. Sweep your nets in ponds and lift up logs to see who’s home. Then set up a minibeast laboratory and observe their every move. Add notes and labels and ask research questions, just like a real entomologist. Learn about bees and worms and butterflies too. Can you make a food chain to show who eats who? Carry out investigations to find out more, like how far a snail travels in a day and how a spider catches its prey. Then animate to show how your favourite bug transforms from one form to another, perhaps a caterpillar to a butterfly or a maggot to a fly. On your belly, legs at the ready, it’s time to wriggle and crawl.

Introduction to topic:

GEOGRAPHY

LEARNING OBJECTIVES:

Geographical skills and fieldwork:

- Sketch maps, plans and graphs
- Use fieldwork to observe, measure, record and present features of the local area
- Use digital technologies to observe, measure, record and present geographical features

Lesson objectives:	WALT and Activity	Possible resource
GEOGRAPHY Session 1: Objective Sketch maps, plans and graphs Use fieldwork to observe, measure, record and present features of the local area	WALT: create a sketch map. ACTIVITY: Discuss and analyse sketch maps, discussion of school and local park area. Discuss microhabitats and how we could find microhabitats in our own area. Create a sketch map of school grounds and identify microhabitats in the school grounds. Use sketch map to go on a ‘bug hunt’ in the school grounds. Add information to map.	
GEOGRAPHY Session 2: Objective Use digital technologies to observe, measure, record and present geographical features	WALT: ACTIVITY: Minibeasts from around the world.	
GEOGRAPHY Session 3: Objective Use digital technologies to observe, measure, record and present geographical features	WALT: ACTIVITY: Compare microhabitats from around the world – refer to previous learning – match the minibeast to the habitat activity.	
GEOGRAPHY Session 4: Objective Use digital technologies to observe, measure, record and present geographical features	WALT: ACTIVITY: Discuss the importance of minibeasts and microhabitats, improve the local area to attract more minibeasts.	

ART

ART		
LEARNING OBJECTIVES: ART <ul style="list-style-type: none"> to create sketch books to record their observations and use them to review and revisit ideas Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] 		DT Design: <ul style="list-style-type: none"> Generated, develop and model to communicate own design ideas Make: <ul style="list-style-type: none"> Use a wide range of tools for cutting, shaping, joining and finishing Evaluate: <ul style="list-style-type: none"> investigate and analyse a range of existing products Technical knowledge: <ul style="list-style-type: none"> understanding how to strengthen, stiffen and reinforce structures
Lesson objectives:	WALT and Activity	Possible resource
ART Session 1: Objective Create sketchbooks with observations of minibeasts. Ideas that will be revisited and added to throughout the scheme of work.	WALT: draw minibeasts. ACTIVITY: Observe minibeasts taking note of how they move, similarities and differences. Select and draw a minibeast and make notes on how they move and other observations.	Sketch books, colouring/pencils
ART Session 2: Objective Developing artistic skills. Using art as a stimulus to create and develop own artistic skills. Develop skills of investigation and analysis.	WALT: create a line drawing of a minibeast. ACTIVITY: Analyse preexisting artwork and study how lifelike artwork has been completed. Use preexisting artwork as a stimulus to create own line drawings of mini beasts/Austin's Butterfly.	Sketch books, colouring/pencils, tissue paper, different coloured card.
DT Session 1: Objective Develop own design ideas. Creativity skills Investigate and analyse a range of existing artwork.	WALT: create a 3D model. ACTIVITY: Study the anatomy of an ant. Create an ant out of pipe cleaners and an egg box using observations and analysis of anatomy.	Pipe cleaners, egg boxes, colouring/pencils, card, tissue paper.
DT Session 2: Objective Develop own design ideas. Creativity skills Investigate and analyse a range of existing artwork.	WALT: create a 3D model. ACTIVITY: Use previous study of minibeasts and use this to either make a 3D model of a minibeast or a 'bug hotel' - habitat for minibeasts.	Cardboard, card, pipe cleaners, colouring/pencils, glue, hot glue gun, paper.