



Sticky Vocabulary – these are the words we will remember

- Africa
- Continent
- Map
- Savannah
- Lion
- Elephant
- Zebra
- Giraffe
- Monkey
- Habitat
- Protection
- Ranger

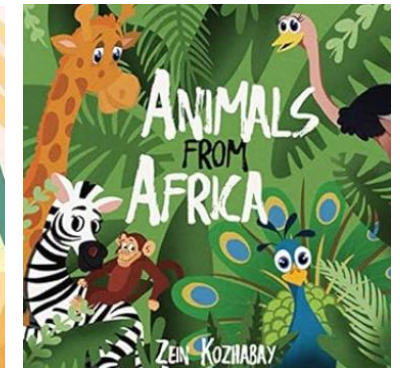


Our Big Questions
 Where is Africa? What is Africa like? What animals live in Africa? How can we see African animals?

What will we be exploring?	Some things to think about....
Where Africa is	Where is Africa? What is Africa like? What is the weather like in African countries? Are all African countries the same? What is the environment like?
What animals live in Africa	What animals live in Africa? Where do they live? What do they eat?
How we can see, learn about and care for the animals of Africa	How do we know about these animals? Do people help care for them? What sort of help do they need? Can I see these animals in Great Britain? How?

Spirituality
 Learning about the animals of Africa helps children develop a sense of wonder about the world, inspiring curiosity and imagination as they explore different habitats and ways of life. It encourages them to appreciate the beauty and diversity of living things, and to recognise that all animals have a place and purpose. Through this, children begin to understand the importance of kindness, respect, and caring for the natural world, fostering a sense of responsibility to help protect and look after all life.

Key Texts:





Little Wandle Foundations



We will be focussing on:

Rhymes

Hickory, Dickory, Dock



Mary, Mary, Quite Contrary

1,2,3,4,5, Once I Caught a Fish Alive



Sounds

j / v / w / y / z / qu (no graphemes)

Key Vocabulary

Syllables – the parts of words

Alliteration – words that start with the same sound

Blending – putting sounds together to identify the word

Segmenting – breaking words up into their component sounds

We will be focussing on:

Start to Puzzle - Completing simple jigsaws.

Making Patterns Together – Sing and perform rhymes independently and create simple repeating patterns.

Making Games and Actions – Consolidate subitising to 3 through playing games.

Key Vocabulary

Subitise – be able to use our ‘fast eyes’ to see how many items we see without counting them individually

Matching – recognising when an object or sound matches another object or sound

Pattern – at least 2 items , actions or pictures that repeat

Counting – using number names in a stable order either forwards or backwards (e.g. 1 – 5 or 5 – 1)

Cardinality – understanding that the last number you say when counting a group of objects, is how many are in the group