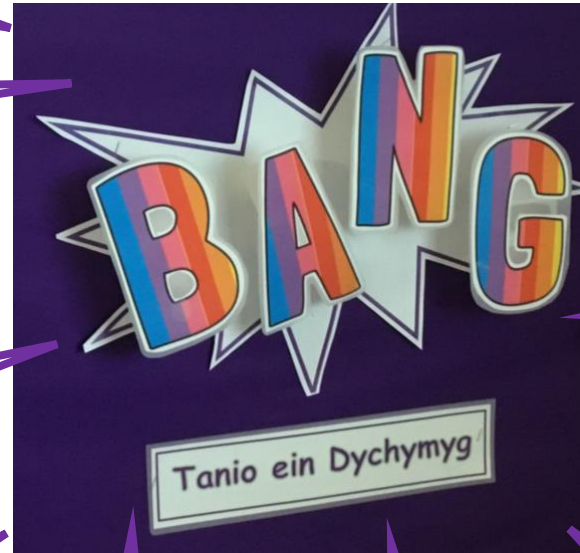


Lets plan!



I want to build a
farm.
Betsi

Oink oink.
Elis

The farmer feeds
the animals.
Oli

Pigs.
Gruff

I pigs roll in the mud!
Ella

The farmer cuts
the grass with the
tractor.
Charlie

We can look after the
chicks.
Elira

The cow says "moo moo".
Opie

Sheep.
Harrison

I want to race the tractors.
Idris

Our big idea this term is....



Moo, moo, mee, mee,
quack, quack!

The purpose of this unit is to provide learners with opportunities to be curious about the world around them and to start learning about animals, produce and roles on the farm. Learners will enquire and develop a body of information about farm life through direct experiences. They will explore farm life and learn about the evolution of agriculture. Understanding and considering the effects of agriculture on how we produce food will contribute to developing ethical, informed citizens of the future. Learners will develop to be healthy confident individuals through planting seeds and growing vegetables. At the end of the unit learners will have the experience of connecting and applying their knowledge and skills to co-write a factual book.

The Expressive Arts

- Enjoy singing a range of songs, some that are new and familiar ones.
- Choose a range of resources whilst making a farm animal mask.
- Use creative resources carefully and safely.

Remember to look at the school website for pictures and more information - www.yggbrynymor.co.uk

Language, Literacy and Communication

- Play games to develop listening and concentrating skills.
- Explore and role play in the class 'kitchen'
- Listen to a variety of stories and poems about the farm and animals
- Learn new vocabulary and songs related to the farm and animals
- Retell and re-enact simple stories using learnt vocabulary
- Pre reading and writing activities e.g. tuning into sounds, learning about rhyme and rhythm and practicing whole body movements
- Express ourselves using marks, drawing pictures and emergent writing
- Understand we can write in a range of styles e.g. lists and descriptions.

Humanities

- Be curious about my local area.
- Care for living things and the environment.

Mathematics and Numeracy

- Develop understanding of mathematical language through role play and game playing
- Sing and recite number songs and rhymes e.g. 5 little ducks went swimming one day
- Count, read numbers and order numbers
- Classify and sort objects and collect data
- Research into shape, measure, money and patterns.
- Problem solve in practical ways

Health and Wellbeing

- Show curiosity
- Express and make decisions
- Show care and respect towards others
- Practice and develop my fine and gross motor skills and my hand eye co-ordination.

Science and Technology

- Observe farm animals and take notice
- Handle farm animals in the community farm
- Recognise that animals are living things
- Recognise and name a number of farm animals
- Discuss ways farmers care for and look after their animals
- Understand that food can be grown on the farm
- Plant seeds and grow vegetables
- Observe the life cycle of chicks
- Use BEEBOT to plan a route around the farm
- Use digital recording equipment to record