

Summaries

The Big Build

Music

- Tchaikovsky's 'Peter and the Wolf'
- Huff and Puff songs
- Building songs

Art and Design

- Study of Native American wolf masks
- Design & make abstract wolf masks from card
- Sketchbooks
- 2D to 3D skills
- Colour mixing
- Relate to 'Three Little Pigs'

Applied Maths

- Count and label a pile of sticks and cubes
- Count on in ones or twos to 30
- Use bricks to support counting in steps of 1, 2 and 5
- Solve problems involving counting and exploring patterns with bricks
- Explore adding one more or one less to a bag of sticks, bricks or straws
- Write number sentences

Design and Technology

- Investigate simple shell and frame structures in terms of strength and joins
- Make a structure with a construction kit
- Investigate different ways of joining different frames and create a frame for a picture of the three pigs or Wolfie
- Investigate hinges and design a secret trap using a hinge to catch Wolfie or a part of him, when he comes to visit the Three Little Pigs
- Construct a shell or frame house for the three pigs
- Make and test the secret hinge mechanism
- Conduct a Wolfie 'huff and puff' test on the house

English

- Learning the story of The Three Little Pigs.
- Being able to re-tell it by heart.
- Labelling and captioning sequenced images from our building site tour.
- Writing instructions for building a piggie's house.

Science

- Exploring the materials people use to make structures to shelter, house and transport animals (pets, farm, zoo and wild animals) and how the materials are chosen for their qualities of, for example, strength, lightness, transparency, flexibility, water tightness, etc..
- Include a visit to, for example, a pig farm to see how materials have been used to make pig arks; to a livestock market or stock show to look at temporary housing and transportation of animals; to a local building site where houses are being built with straw bale, wood frame or brick and block construction methods.

Geography

- Exploring and identifying people's 'Big Builds' as seen from the air and on plan
- Exploring our own locality through aerial photographs and maps; understanding the differences and similarities between the two
- Making miniature 3D layouts and beginning to turn them into maps with symbols and keys we have designed ourselves

