Rolvenden Primary School – Theme Map



Class and Year Group Oak Year 1&2

Geography Skills

- Learn names of some places within/around the UK.
- Locate and name major features on a map of the UK.
- Recognise the UK on a map in different scales.
- Use an OS map, a globe and an atlas.

Music Skills

- Sing notes in different pitches.
- Help create a simple melody using one, two or three notes.
- Use language to describe how a piece of music or instrument sounds (timbre, pitch, dynamics)

Computing Skills

- Create original content using digital technology.
- Experiment with drawing tools and text to create content.

Theme: Nocturnal Animals

Science Skills

- Identify common names and differences between animals.
- Describe how an animal is suited to its environment.
- Identify living and non-living things.
- Begin to classify animals according to a given criteria.

DT Skills

- Suggest ideas and explain what they are going to do.
- Model ideas in card and paper.
- Identify a simple success criteria.
- Make a simple drawing and label parts.
- Select tools and materials.
- Measure, cut and join accurately.
- Evaluate their product.

RE Skills

- Retell stories in detail.
- Ask and suggest good questions.
- Give an account of an event from someone else's point of view.

PSHE Skills

- To celebrate similarities and differences between people and their families.
- To be able to manage hurtful or bullying behaviour.
- To talk about friendships and respect.

Key Vocabulary

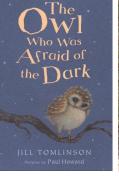
Nocturnal, habitat, environment, adapt, predator, prey

Rolvenden Primary School – Knowledge Organiser





adapt	How an animal
· ·	changes to suit
	its environment.
environment	A setting, like
	the woods or a
	meadow.
habitat	An environment
	where an animal
	lives.
nocturnal	Animals who
	are awake at
	night.
predator	An animal who
F	eats other
	animals.
prey	An animal who
12.09	is eaten by a
	predator.











An owl has adapted to its environment by having large eyes to see in the dark. They can also spot small animals from very far away.

