

Knights, Tales and Dragon Scales Key Fact Sheet - Science

Mammals

- Mammals are animals that have hair or fur.
- They give birth to babies and not eggs.
- They have lungs to breathe.
- Reptiles live on land and in water.
- They are warm blooded.
- Humans, pandas, whales and tigers are mammals.



Birds

- Birds are animals that have feathers and wings.
- They lay eggs to have babies.
- They have 2 legs.
- They are warm blooded.
- Chickens, eagles, owls and ducks are birds.

Key Vocabulary

mammals	Mammals are animals with hair which give birth to live young.
omnivores	An animal that feeds in plants and animals.
vegetarian	A person who does not eat meat.
scales	The small plates which cover the outside of a fish.
lungs	What humans use to breathe.

Animals can be put into groups based on what they eat. They could be a herbivore, carnivore or an omnivore.

- Herbivores are animals that only eat plants.
- Carnivores are animals that only eat meat.
- Omnivores are animals that eat meat and plants.

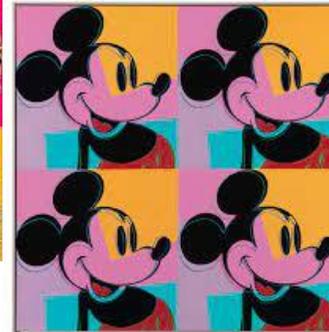
Knights, Tales and Dragon Scales – Art and Design

This is a colour wheel. A colour wheel shows you the relationship between different colours. Opposite colours on the wheel make each other stand out.



When we see a piece of art we can talk about what we like and dislike about it and give reasons for our opinion.

When we complete our own art work we can say what we like and suggest improvements that we think could make it better.



Andy Warhol is an artist who created pop art by printing colourful repeating patterns or pictures.

Key Vocabulary

Andy Warhol	An artist who did pop art.
printing	A piece of art made by transferring a repeating pattern/shape.
colour wheel	A diagram that shows how colours relate to each other.
opposite	Something that is completely different.
design	To plan a piece of work.
similarity	Something that is alike in one or more ways.
difference	Something that is not alike in one or more ways.

Knights, Tales and Dragon Scales – Design Technology

When we are designing something to meet a design criteria, we can plan it out by drawing a picture and labelling it with the materials needed.



Key Vocabulary

label	When you point out or name things in a picture or drawing.
design	To plan a piece of work.
evaluate	When you think about whether what you have done is the best or what could be made better.
mechanism	A mechanism helps something move.
lever	Something that turns around a point.
slider	Something that moves along a strip.
pop up	Something that jumps up off the page

In DT we can help things move by using a mechanism. We could use a slide, where things are pulled or pushed along a line.



We could use a lever, where a split pin is used to hold a point and then wiggle.



We could also use a pop up where something jumps off the page towards us!



We can experiment making things using these mechanisms and talk about what went well and what we could make even better!