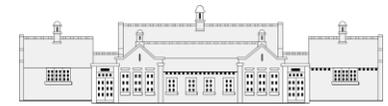


Subject	Autumn Term 1 st Half	Autumn Term 2 nd Half	Spring Term 1 st Half	Spring Term 2 nd Half	Summer Term 1 st Half	Summer Term 2 nd Half
Topic	Under the Sea		Castles & Dragons		Adventures!	
English	<ul style="list-style-type: none"> Stories with a Familiar Setting Poetry Instructions 	<ul style="list-style-type: none"> Information Texts Poetry 	<ul style="list-style-type: none"> Fiction Stories Traditional Tales 	<ul style="list-style-type: none"> Information Texts Poetry 	<ul style="list-style-type: none"> Stories by the same Author Recount/Diary 	<ul style="list-style-type: none"> Extended Stories Poetry
Science	<p>Living things and their habitats -</p> <ul style="list-style-type: none"> living, dead, and things that have never been alive identify that most living things live in habitats to which they are suited describe how different habitats provide for the basic needs of different kinds of animals and plants identify and name a variety of plants and animals in their habitats, including microhabitats use the idea of a simple food chain, and identify and name different sources of food <p>Animals, including humans -</p> <ul style="list-style-type: none"> notice that animals, including humans, have offspring which grow into adults find out about and describe the basic needs of animals, including humans, for survival (water, food and air) 		<p>Uses of everyday materials -</p> <ul style="list-style-type: none"> identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching 		<p>Plants -</p> <ul style="list-style-type: none"> observe and describe how seeds and bulbs grow into mature plants find out and describe how plants need water, light and a suitable temperature to grow and stay healthy requirements of plants for germination, growth and survival, as well as the processes of reproduction <p>Animals, including humans -</p> <ul style="list-style-type: none"> describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene notice that animals, including humans, have offspring which grow into adults 	
Geography	<ul style="list-style-type: none"> Name and locate world's continents and oceans. Use simple fieldwork and observational skills to study the immediate environment. Use maps, atlases, globes and digital/computer mapping (Google Earth) to locate countries and describe features studied Eco Link to Oceans and plastics 		<ul style="list-style-type: none"> Use aerial images and other models to create simple plans and maps, using symbols. Use simple fieldwork and observational skills to study the immediate environment. To make maps and plans using symbols. 		<ul style="list-style-type: none"> Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country Possible Area for Culture Link Use basic vocabulary to describe a less familiar area. Use maps, atlases, globes and digital/computer mapping (Google Earth) to locate countries and describe features studied To make maps and plans using symbols. Use compass directions. 	
History	<ul style="list-style-type: none"> Events beyond living memory – Titanic <ul style="list-style-type: none"> Describe memories of key events in lives of people from the past. Sequence artefacts closer together in time. Identify differences between ways of life at different times. Compare 2 versions of a past event. Compare pictures or photographs of people or events in the past. Discuss reliability of photos/accounts/stories. 		<ul style="list-style-type: none"> Events beyond living memory – Castles Lives of significant historical figures – Kings & Queens <ul style="list-style-type: none"> Recognise why people did things, why events happened and what happened as a result. Communicate their knowledge through discussions, drawing pictures, making models and writing. 		<ul style="list-style-type: none"> Lives of significant historical figures – Christopher Columbus and Neil Armstrong. Changes within living memory - First aeroplane flight Significant local people – <ul style="list-style-type: none"> Sequence photographs from different periods in their life. Use a range of sources to find out about the past. Begin to use the library and Internet to find about the past. Communicate their knowledge through discussions, 	



	- Communicate their knowledge through discussions, drawing pictures, making models and writing.		drawing pictures, making models and writing.
Art	<p>3D Work – (Clay fish models)</p> <ul style="list-style-type: none"> Manipulate clay for a variety of purposes including models. <p>Collage – (Sea Landscapes)</p> <ul style="list-style-type: none"> Develops skills of overlapping and overlaying. Has an idea of adhesives and decides which would be most effective for the task. <p>Printing – (Block Printing Boats)</p> <ul style="list-style-type: none"> Use repeating or overlapping shapes. Mimic print from the environment (eg wallpapers). 	<p>3D Work – (Clay pots)</p> <ul style="list-style-type: none"> Manipulate clay for a variety of purposes including thumb pots, simple coil pots and models. <p>Drawing – (Castle drawings)</p> <ul style="list-style-type: none"> Drawing tools (building on previous years) – Introduce charcoal. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencil. Artist Study - Piet Mondrian <p>3D Work – (Castle pictures)</p> <ul style="list-style-type: none"> Use rolled up paper, straws and card as materials 	<p>Painting – (Hot air balloons)</p> <ul style="list-style-type: none"> Painting mediums – poster paint, powder paint. Can mix paint to create all the secondary colours. Add white to colours to make tints and black to colours to make tones. Create colour wheels. <p>Drawing – (Hot air balloons)</p> <ul style="list-style-type: none"> Drawing tools (building on previous years) – Introduce pastels <p>Year Group Enrichment – Dip dyeing (Kites)</p>
DT	<p>Food – (Lighthouse Keeper’s Lunch)</p> <ul style="list-style-type: none"> Cut, peel or grate ingredients safely and hygienically. Measure or weigh using electronic scales. Assemble and cook healthy ingredients. Understand where food comes from. <p>Textiles – (Fish)</p> <ul style="list-style-type: none"> Shape textiles using templates. Join textiles using running stitch. Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 	<p>Materials – (Castles)</p> <ul style="list-style-type: none"> Cut materials, safely using tools provided. Measure and mark out to the nearest centimetre. Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). Demonstrate a range of joining of joining techniques (such as gluing, hinges or combining materials to strengthen). <p>Construction – (Castles)</p> <ul style="list-style-type: none"> Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. 	<p>Mechanics – (Transport)</p> <ul style="list-style-type: none"> Create products using levers, wheels and winding mechanisms. To design, make, evaluate and improve Design products that have a clear purpose and an intended user. Make products, refining the design as work progresses. <p>Computing</p> <ul style="list-style-type: none"> Use software to design.
Forest Schools		Use potato peelers and drills on wood.	<p>Shelter building</p> <p>Campfire cooking session.</p> <p>Plants Pictures - develop hammering skills by collecting leaves/flowers and hammer into white clothes to make artwork.</p>
Computing	<p>Programming – Unit 1</p> <p>Email</p> <p>E-Safety</p>	<p>Programming - Unit 2</p> <p>Graphics</p> <p>E-Safety</p>	<p>Video - Movie Maker</p> <p>Data Handling</p> <p>E-Safety</p>
PE	<p>Dance</p> <p>Gymnastics – Points of Contacts</p> <p>Games - Games Fundamentals Unit 1</p> <p>OAA - Orienteering</p>	<p>Dance</p> <p>Gym - Ball Wall Tall</p> <p>Games - Fundamentals Unit 2</p> <p>OAA - Problem Solving</p>	<p>Multi Skills - Athletics</p> <p>Sports Day Preparation</p> <p>Striking and Fielding</p> <p>Swimming</p>
Music	Charanga Music Scheme – Year 2	Charanga Music Scheme – Year 2	Charanga Music Scheme – Year 2



RE	<ul style="list-style-type: none"> • The Story of Creation • Caring for the environment and animals. • Christmas -Light & Dark & Key beliefs about Jesus • Chanukah 	<ul style="list-style-type: none"> • New Testament Stories beyond Jesus • Christian Signs and Symbols • Symbolism: Easter 	<ul style="list-style-type: none"> • Birth / Life of Buddha • Celebration of Wesak
PSHE	Health and wellbeing	Living in the wider world	Relationships
Cross Curricular Maths Links	Venn diagrams – Living, non-living, dead Measuring – Cooking Timeline – Titanic Tally & bar charts, pictograms – Fruit tasting	Science - Sorting materials	Geography – Compare climate in different countries DT – Measurement Computing – Handling Data
Other Experiences	Aquarium Trip	Castle Trip Castle Day with archery	Outdoor & Adventurous Day