

SUBJECTS TAUGHT DISCRETLEY:

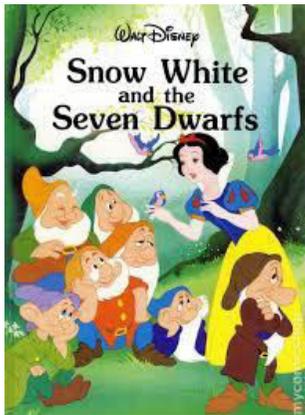
PE - Swimming

ENGLISH

Autumn 1

Traditional Tales – Story Writing

This tale is linked to Victorians (Kings and Queens) and our Science topic (Animals and their habitats)



Autumn 2

Non-Chronological Report – Children will be creating their own non-chronological report about an Imaginary character/animal.

COMPUTING

Internet research - linked with History. Children will be expected to research and find information.

MATHS

Reading and interpreting data in relation to favourite animals

Measurement

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

Geography

Children will look at different areas and identify how the physical and human geography has changed over the years. They will compare two localities and ask other people about places.

SCIENCE

Animals and their habitats – linked to dinosaurs and other living things, what animals might live in different settings and environments? – Link to animals in the forest

All Living Things including Humans

History

Victorians

The lives of significant individuals in the past who have contributed to national and international achievements – linked to the traditional tale
Children to find out something about the past by talking to an older person.
Children will answer questions by using a specific source, such as an information book.

DT

Children to plan, design and construct a suitable habitat for an animal of their choice.

English link: Children create instructions on how to make their habitat.

RE

How do Christians, Jews and Muslims say ‘thank you’ to God for the natural world?

Link to English and Science – What makes habitats special to different animals and people?

What is part of our natural world?

ART

Children to sketch different setting using pastels and water colours.

Children to paint and design their own mask.

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

GEOGRAPHY

Geographical Knowledge

- ✓ Can they find out about a locality by asking some good questions to someone else?
- ✓ Can they say what they like and don't like about their locality and another locality like the seaside?
- ✓ **Can they make plausible predictions about what the weather may be like in different parts of the world?**

Physical Geography

- ✓ Can they describe some physical features of own locality?
- ✓ Can they explain what makes a locality special?
- ✓ Can they describe some places that are not near school?
- ✓ **Can they use a map, photographs, film or plan to describe a contrasting locality outside Europe?**

Human Geography

- ✓ Can they describe some human features of own locality such as the jobs people do?

Geographical Knowledge

- ✓ Can they name the continents of the world and find them in an atlas?

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

SCIENCE

Animals and their habitats:

- ✓ Can they match certain living things to the habitats they are found in?
- ✓ Can they explain the differences between living and non-living things?
- ✓ Can they describe some of the life processes common to plants and animals, including humans?
- ✓ Can they decide whether something is living, dead or non-living?
- ✓ Can they describe how a habitat provides for the basic needs of things living there?
- ✓ Can they describe a range of different habitats?
- ✓ Can they describe how plants and animals are suited to their habitat?

Animals including humans:

- ✓ Can they describe what animals need to survive?
- ✓ Can they explain that animals grow and reproduce?
- ✓ Can they explain why animals have offspring?
- ✓ Can they describe the life cycle of some living things? (e.g. egg, chick, chicken)
- ✓ Can they explain the basic needs of animals, including humans?
- ✓ Can they describe why exercise and a balanced diet are important for humans?

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

HISTORY

Chronological Understanding

- ✓ Can they use words and phrases like: before I was born, when I was younger?
- ✓ Can they use phrases and words like: before, after, past, present, then and now; in their historical learning?
- ✓ Can they use the words past and present correctly?
- ✓ Can they use a range of appropriate words and phrases to describe the past?
- ✓ Can they sequence a set of events in chronological order and give reasons for their order?
- ✓ **Can they sequence a set of objects in chronological order and give reasons for their order?**
- ✓ **Can they sequence events about their own life?**
- ✓ **Can they sequence events about the life of a famous person?**
- ✓ **Can they try to work out how long ago an event happened?**

Knowledge and Interpretation

- ✓ Can they recount the life of someone famous from Britain who lived in the past giving attention to what they did earlier and what they did later?
- ✓ Can they explain how their local area was different in the past?
- ✓ Can they recount some interesting facts from an historical event?
- ✓ Can they give examples of things that are different in their life from that of their grandparents when they were young?
- ✓ Can they explain why Britain has a special history by naming some famous events and some famous people?
- ✓ **Can they give examples of things that are different in their life from that of a long time ago in a specific period of history such as the Victorian times?**

Historical Enquiry

- ✓ Can they answer questions by using a specific source, such as an information book?
- ✓ Can they research the life of a famous Briton from the past using different resources to help them?
- ✓ Can they research the life of someone who used to live in their area using the internet and other sources to find out about them?
- ✓ **Can they say at least two ways they can find out about the past, for example using books and the internet?**

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

DT

Design:

- ✓ Design a purposeful, functional, appealing product for themselves and other users based on design criteria. (Victorian Toy)

Make:

- ✓ Select from and use a wide range of materials and components including construction materials, textiles and ingredients, according to their characteristics.

Evaluate:

- ✓ Evaluate their ideas and products against design criteria

Technical Knowledge:

- ✓ Explore and use mechanisms, such as levers, sliders, wheels and axles, in their products.

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

ART

- ✓ Can they use and refine skills in drawing and develop their ideas?
- ✓ Can they incorporate known experiences?
- ✓ Can they focus on using lines (movement, contours and feelings) and known shapes (geometric) to create art work?
- ✓ Can they link their art work to known artists?
- ✓ Can they examine a piece of work from a well known artist and create a success criterion?
- ✓ Can they critically evaluate their work?

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

COMPUTING

- ✓ Using technology purposefully to create, organise, store, manipulate and retrieve digital content
- ✓ Can they collect a range of information using technology?
- ✓ Can they represent data in different ways?
- ✓ Can they create a range of digital content, save, retrieve and evaluate it?
- ✓ Can they understand the file system on the school network and on online space?
- ✓ Can they retrieve information from the internet?
- ✓ Can they use a safe search?
- ✓ Can they select appropriate tools for the task?

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

RE

- ✓ Can they explain why Christians celebrate Christmas?
- ✓ Can they recall and name different beliefs and practices, including festivals, worship, rituals and ways of life, in order to find out the meanings behind them? (A1)
- ✓ Can they retell some religious stories? (A2)
- ✓ Can they ask and respond to questions about what communities do?

DO YOU WANT TO BE A TIME TRAVELLER? (Y2)

PE

Swimming

Gymnastics

- ✓ Can they roll forward?
- ✓ Can they balance?
- ✓ Can they link movements to create sequences?
- ✓ Can they travel backwards, forwards and to the side?
- ✓ Can they balance on different spots?
- ✓ Can they control their body and be still?

Ball Skills: Invasion games

- ✓ Can they kick small and large balls?
- ✓ Can they roll small and large balls?
- ✓ Can they bounce small and large balls?
- ✓ Can they work with a partner?
- ✓ Can they send and receive a ball?
- ✓ Can they find and use a space?
- ✓ Can they communicate and use simple tactics?
- ✓ Can they gather and intercept a ball?

