

MAIN SUBJECT Geography

Essentials for this subject

➤ School Fieldwork

To look at a place and the buildings and decide if it is a city, village
Simple observational skills

Aerial images of school locating major features

Devise a simple map and use basics symbols in a key (grid references)

➤ Rio de Janeiro- Compare to local area

Compare local and non-European locality

Identify similarities and differences between local and non-European locality

Devise a simple map and use basics symbols in a key (grid references)

To look at a place and the buildings and decide if it is a city, village or town.



SUBJECT 2: Science

Essentials for this subject

➤ Use of everyday materials

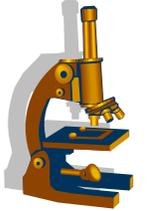
Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.

Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

➤ Plants

Observe and describe how seeds and bulbs grow into mature plants

Find out and describe how plants need water, light and suitable temperature to grow and stay healthy



OUTCOMES

TRIPS / EVENTS / VISITORS / HOOKS

Local area walk

Parents in talking about the places they have lived (International Day)

LINKED READING (BOOKS)

Night time books

The Owl who was Afraid of the dark

Non-fiction geography books looking at different countries

LINKED WRITING

Diary writing as a character from a book

Non Chronological report: local area and contrasting locality

Non Chronological report: Night time

Persuasive writing: looking after local area

Letters, poems

Instructions

YEAR 2
Spring TERM
Home and Away

PSHE / SEAL / SRE

Essentials

- Learning to respect week
- New year's resolution
- Our school community (road, rail, water, online safety and emotional safety)
- Listen to others and play cooperatively.
- Health and Wellbeing (know the parts of the body, how the body works and learn how exercise makes us healthy)
- Going for Goals
- Good to be me

Art

Respond to ideas and starting points
Explore ideas
Explore different methods and materials
Learn about the work of William Morris



Essentials

Mixed Materials and create textures

Sort and arrange materials
Mix materials to create textures
Mimic print from the environment
Polystyrene tiles, leaf rubbing: printing from local environment.

Religious Education

Essentials

- Humanism and remembering people
- How are we the same and different from other people and does it matter?

PE



*Gym:

To climb safely on apparatus & other equipment.
To jump & land safely with increasing control & balance.
To perform correctly & safely methods of travel like rolling forwards, backwards & sideways.

*Games:

To understand the term opponent.
Start to understand the rules of a taught game.
Start to develop an understanding of tactics

*Dance: Rio Carnival dancing

To link three or more sequences together to produce a dance.
To choose an appropriate movement to communicate a mood, feeling or an idea.

Computing

Essentials

- To be able to use word processing to amend and save text (space bar, back space, enter, shift, arrows including insert, delete, highlighting text, **B**, , /)
- To use DB Primary individually – curriculum related activities
- Understanding online risks and the age rules
- Understand what the Internet is and how we can use it.



Mathematics

Any cross curricular links

Measuring – DT
Keeping score- PE
Statistics: rainfall and hours of sunshine graphs
Geometry -Art
Statistics – classifying plants
Directional Language – NSEW
Time- sequence a day



Music



Essentials

Taking Off

- Choose sounds to create an effect.
- Sequence sounds to create an effect.
- Imitate changes in pitch.
- Recognise changes in timbre, dynamics and pitch.

What's The Score?

- Use symbols to represent a composition and use them to help with a performance
- Create short rhythmic phrases.
- Make and control long and short sounds, using voice and instruments)

Design Technology

Essentials

- Design products that have a clear purpose and an intended user
- Make products, refining the design as work progresses
- Explore objects and designs to identify likes and dislikes
- Suggest improvements to existing designs
- Explore how products have been created

Mechanics

- Create products using levers

Electrics/Electronics

- Diagnose faults in battery operated devices (low batteries, water damage...)

Reminders/Celebrations/Projects

Chinese New Year
Learning to Respect Week
Easter
Holi
Baisakhi
Passover
Homework out on Thursday and due in on Tuesday.
Weekly spelling tests