Year 2 Spring Term Curriculum Plan



History <u>Great Fire of London</u>



Children will learn:

- to know the chronological events of the fire and how it started
- to understand how we know the fire happened
- to know why the fire spread quickly
- to know what changes we have made today
- to understand how the Great Fire of London has impacted us today



Geography

Poles Apart!



Children will learn:

- to name and locate Antarctica and the Artic on the map of the world (North and South Poles)
- to identify features of Antarctica
- to identify the location and features of the Arctic
- to locate and identify features of the equator
 - to describe climate and weather differences between the Poles and the Equator

<u>Drawing - Line and shape</u> Olga Rozanova (1886 -1918)

Art and Design



Pablo Picasso – Spanish Artist (1868-1954)



Children will learn:

- to identify how other artists have used line, colour, texture, shape, pattern in their work
- to draw geometric designs
- to explore different drawing techniques (hatching, cross-hatching, smudge, stippling)
- to draw lines of different shapes and thickness with increasing control and accuracy (horizontal, diagonal, vertical, zig-zag, wave, dotted, straight
- to add tone (light and dark) to a drawing
- to create a piece of work in response to another artist's work
- to select and use different mediums when drawing

Design and Technology Mechanisms - Wheels and axles



Children will learn:

- to research different vehicles
- how cars are made with the buyer in mind for e.g. speed, safety, use for safety
- about the function of a chassis
- how axles & wheels work
- to design a product for others following a design brief, using diagrams and mock ups
- to select the appropriate materials and use the correct joining techniques for making the chassis, axles and wheels
- health and Safety rules and risks whilst cutting and drilling and using different tools
- to use the correct tools with safe techniques
- to make mocks ups of the vehicle and evaluate
- to make changes to the design if needed to

Physical Education Yoga and Fundamentals Tag rugby and basketball



Children will learn:

- to copy and repeat yoga poses
- to develop an awareness of strength and flexibility when completing yoga poses
- to copy and remember actions linking them into a flow
- to create a flow, perform and teach it to a partner
- to explore how the body moves when running at different speeds
- to develop changing direction and dodging
- to develop balance, stability and landing safely
- to explore and develop jumping, hopping and skipping actions
- to develop co-ordination and combining jumps
- to develop combination jumping and skipping in an individual rope

Superstar Sports

Tag rugby and basketball

To develop ball skills, such as dribbling & different pass types that are used to play basketball & tag rugby. To participate in team games, developing simple tactics for attacking & defending.

Religious Education How do we know what is right and wrong? Why is Passover important to Jews and Easter to Christians?



Children will learn:

- where we get our ideas of right and wrong from
- that the Ten Commandments are important to Jewish and Christian people
- that the Bible talks importance of love for Christians
- if there any rules that everyone should follow or obey and why
- if there any special celebration days or times in their lives
- what happens during Pesach and why is it important to Jewish people
- What happens during Holy Week and why is it important to Christians people
- Why all people share celebrations <u>Celebration days:</u> Vaisakhi (Sikhism)

Valsakili (Sikilisili) Faatan (Chuiatian)

Easter (Christian)

Music Charanga Music Scheme

<u>Recorder</u>



Children will learn:

- to be able to hold a recorder correctly
- to learn high and low notes on a recorder
- to play a rhythm on a tuned instrument
- to identify pitch in a piece of recorder music
- to play the notes B, A, G, E and D on a recorder
- to begin to follow notation
- to play a tuned instrument

Computing

Teach Computing Scheme



Children will learn:

- to explain what happens when we change the order of instructions
- to predict the outcome of a program
- to explain that programming projects can have code and artwork
- to design an algorithm
- to create & debug a program that I have written
- to explain that a sequence of commands has a start and an outcome
- to create a program using a given design
- to change a given design
- to create a program using my own design
- to decide how my project can be improved

E-Safety

- to explain how other people may look differently online and offline
- to recognise issues online that might make someone feel sad, worried, uncomfortable or frightened