Curriculum Plans. Class 2 Years 1 and 2 Autumn 2016

English	See separate plan: 'English for academic year – class 2'
Maths	See separate plan: 'Mathematics for academic year – class 2'
Science	1 st half: Topic -Great fire of London
Cycle 1	Working scientifically Y1/Y2
Autumn	 asking simple questions and recognising that they can be answered in different ways
	 observing closely, using simple equipment
	• performing simple tests
	identifying and classifying
	 using their observations and ideas to suggest answers to questions
	 gathering and recording data to help in answering questions Y1: Everyday materials
	 distinguish between an object and the material from which it is made
	 identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
	 describe the simple physical properties of a variety of everyday materials
	 compare and group together a variety of everyday materials on the basis of their simple physical properties
	Y2: Uses 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
Science	2 nd half: Topic - Pirates
Cycle 1	Working scientifically Y1/Y2
Autumn	 asking simple questions and recognising that they can be answered in different ways
	 observing closely, using simple equipment
	performing simple tests
	 identifying and classifying
	 using their observations and ideas to suggest answers to questions
	 gathering and recording data to help in answering questions
	Y1: Seasonal changes
	 observe changes across the 4 seasons
	 observe and describe weather associated with the seasons and how day
	length varies
	Y2: living things and their habitats
	 explore and compare the differences between things that are living, dead, and things that have never been alive
	 identify that most living things live in habitats to which they are suited and
	describe how different habitats provide for the basic needs of different kinds
	describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
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History	1 st half - Samuel Pepys / Charles 11 and Christopher Wren/ people, events, places,
Cycle 1	changes, consequences of Great Fire
Autumn	 Y1 /Y2: Understand the methods of historical enquiry, including how evidence is used rigorously to make historical claims, and discern how and why contrasting arguments and interpretations of the past have been constructed. Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses. changes within living memory – where appropriate, these should be used to reveal aspects of change in national life events beyond living memory that are significant nationally or globally [for example, the Great Fire of London,] the lives of significant individuals in the past who have contributed to national and international achievements, some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell] we have chosen Mr. Pepys and King Charles 11
1 listen -	and half. Famous Directory (Life at any
History Cycle 1	2 nd half - Famous Pirates / Life at sea Y1/Y2:
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	rigorously to make historical claims, and discern how and why contrasting arguments
	and interpretations of the past have been constructed.
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Geography	1 st half - The United Kingdom and London
Cycle 1 Autumn	Y1/Y2: interpret a range of sources of geographical information, including maps, diagrams,
	globes, aerial photographs and Geographical Information Systems (GIS) Locational knowledge
	 name, locate and identify characteristics of the 4 countries and capital cities of the United Kingdom and its surrounding seas
	Geographical skills and fieldwork
	 use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key

	 stage use simple compass directions (north, south, east and west) and locational and directional language [for example, near and far, left and right], to describe the location of features and routes on a map
Geography Cycle 1 Autumn	 2nd half - Pirates Y1/Y2: Interpret a range of sources of geographical information, including maps, diagrams, globes, aerial photographs and Geographical Information Systems (GIS) Communicate geographical information in a variety of ways, including through maps, numerical and quantitative skills and writing at length Locational knowledge name and locate the world's 7 continents and 5 oceans Human and physical geography
	 identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop
	 Geographical skills and fieldwork use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage use simple compass directions (north, south, east and west) and locational and directional language [for example, near and far, left and right], to describe the location of features and routes on a map use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key
Art and Design Cycle 1 Autumn	 1st half - fire colours/painting Y1/2: produce creative work, exploring their ideas and recording their experiences become proficient in drawing, painting, sculpture and other art, craft and design techniques evaluate and analyse creative works using the language of art, craft and design Pupils should be taught: to use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas,

	 experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
Art and Design Cycle 1 Autumn	 2nd half - Art textiles of the Caribbean Y1/Y2: produce creative work, exploring their ideas and recording their experiences become proficient in drawing, painting, sculpture and other art, craft and design techniques evaluate and analyse creative works using the language of art, craft and design know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. Pupils should be taught: to use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work
Computing Cycle 1 Autumn	 1st half Y1/Y2 (taught through Espresso: Coding) Pupils should be taught to: understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions create and debug simple programs use logical reasoning to predict the behaviour of simple programs use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 1st half Y1/Y2 _Topic Great Fire Start to look at how publisher is used: Change fonts, import pictures, add slides, save & open files.
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	 use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies 2nd half Y1/Y2 - Topic Pirates Start to look at word banks, start to use publisher to write stories about pirates, Start to look at painting programs, make symmetrical patterns, draw treasure islands and pirate ships.
PE Cycle 1 Autumn	 1st half - Games/Gymnastics Y1/Y2: develop competence to excel in a broad range of physical activities are physically active for sustained periods of time engage in competitive sports and activities lead healthy, active live Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities participate in team games, developing simple tactics for attacking and defending
PE Cycle 1 Autumn	 2nd half - Swimming/Dance Y1/Y2: develop competence to excel in a broad range of physical activities are physically active for sustained periods of time engage in competitive sports and activities lead healthy, active live Pupils should be taught to: master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities. perform dances using simple movement patterns.
Design and Technology Cycle 1 Autumn	 1st half - Topic Great Fire making fire fighting equipment from history 2nd half - Pirates - Cook some foods from the Caribbean Y1/Y2: • develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world • build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users • critique, evaluate and test their ideas and products and the work of others understand and apply the principles of nutrition and learn how to cook Design design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
	select from and use a range of tools and equipment to perform practical tasks

	 [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria Technical knowledge build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles] in
	their products
Music Cycle 1	1st half – Topic: Great fire - use instruments to create fire music, building of the house after fire, house falling and burning.
Autumn	2 nd half – Topic: Listen to Caribbean music/Christmas Play songs and singing Y1/Y2:
	 perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of the great composers and musicians
	 learn to sing and to use their voices, to create and compose music on their own and with others, have the opportunity to learn a musical instrument, use technology appropriately and have the opportunity to progress to the next level of musical excellence
	 understand and explore how music is created, produced and communicated, including through the interrelated dimensions: pitch, duration, dynamics, tempo, timbre, texture, structure and appropriate musical notations
	Pupils should be taught to:
	•use their voices expressively and creatively by singing songs and speaking chants and rhymes
	 play tuned and un-tuned instruments musically
	 listen with concentration and understanding to a range of high-quality live and recorded music
	 experiment with, create, select and combine sounds using the interrelated dimensions of music
Religious	1 st half - Harvest/Divali and Explore London today as part of multicultural Britain.
Education	Y1/Y2
Cycle 1	RQ10 How is belief expressed through symbols and actions?
Autumn	RQ14 Why do peoples beliefs and practice differ?
	2 nd half Christmas
	RQ 9 What do people believe about God?
PSHE	1 st half Cleanliness and Personal Health
Cycle 1	2 nd half - What is special to me?
Autumn	