

Subjects	Autumn Term 1 (6 weeks, 3 days) Healthy Humans	Autumn Term 2 (8 weeks) Turrets and Tiaras	Spring Term 1 (5 weeks, 4 days) Intrepid Explorers	Spring Term 2 (6 weeks) Rainy Rainforests	Summer Term 1 (4 weeks, 4 days) Seeds and Scarecrows	Summer Term 2 (7 weeks) It's a Bug's Life
Immersion and Trips	- School nurse visit to introduce topic - Food tasting	- Visit to Oakham Castle	- School exploration to find a historical artefact - Mosque visit	- Zoo Lab - Cathedral visit	- Farm trip - Build Scarecrows	- Film - Mini beast hunts
Celebrations / Parental engagement	- Year 2 SATs meeting.	- Christmas Carol Concert.	- Love of Reading workshop.	- Art gallery.		- End of year achievements.
English	<p><u>Narrative - Oliver's Vegetables</u> - Story Structure. - Ordering events and days of the week. - Adjectives to describe the vegetables. - Conjunctions (and, but and so) - Capital letters and full stops.</p> <p><u>Instructions - Vegetable Soup</u> - Ordering and sequencing. - Command sentences. - Layout and language features. - Also covering adverts for persuasion.</p>	<p><u>Recount - Visit to Oakham Castle</u> - Ordering events. - 1st person and feelings words. - Exclamation sentences.</p> <p><u>Narrative - The Princess and the White Bear King</u> - Story structure. - Ordering events. - Development of vocabulary and description. - Retelling the story. - Different sentence types.</p>	<p><u>Information Text - The life of Christopher Columbus</u> - Layout features including sub-headings. - Writing in the 3rd person and the past tense. - Research of his life. - Conjunctions (if, when and because).</p> <p><u>Diary - A week in the life of an explorer</u> - Writing in role (1st person). - Imagination and creative ideas. - Punctuation. - Editing our work with a teacher. - Language features.</p>	<p><u>Narrative - Ride of Passage</u> - Different settings and cultures - Feelings - Topic related vocabulary - Development of own story ending</p> <p><u>Information Text - Rainforest Animal</u> - Researching animal - Questions for sub-headings - Linking information to the sub-heading. - Factual style of writing.</p>	<p><u>Narrative - The Scarecrow's Wedding</u> - Rhyming words - Development of an alternative story ending. - Vocabulary for description and action.</p> <p><u>Instructions - How to Make a Fruit Salad</u> - Similarities and differences in texts. - Layout and language features. - Ordering and sequencing commands. - Engaging the reader with an opening. - Also covering adverts for persuasion.</p>	<p><u>Narrative - It's a Bug's Life</u> - Sequence of story. - Development of vocabulary and description. - Character development. - Speech.</p> <p><u>Diary - A day in the life of a minibeast</u> - Writing in role (1st person). - Imagination and creative ideas. - Punctuation. - Editing our work with a partner. - Language features.</p> <p><u>Poetry - Who am I?</u> - Description clues - Short poem structure - Question marks</p>
Maths	<p><u>Place Value</u> - identifying, representing, estimating, reading, writing, comparing, ordering numbers to 100</p>	<p><u>Geometry</u> - Name and describe properties of 2 and 3 D shapes</p> <p><u>Fractions</u> - Half, quarter and third of shape and length</p>	<p><u>Place Value</u> - partitioning and recombining 2 digit numbers - rounding numbers to nearest 10</p>	<p><u>Measure</u> - length, non-standard units, standard units, using rulers/metre sticks</p> <p><u>Addition and Subtraction</u> - Problems relating to length - one step</p>	<p><u>Geometry</u> - To identify 2D shapes on surface of 3D shapes - Comparing and sorting 2 and 3 D shapes</p> <p><u>Place Value</u></p>	<p><u>Addition and Subtraction</u> - Use the inverse to solve missing number problems - four operations with money, including giving change</p> <p><u>Multiplication and Division</u></p>

	<ul style="list-style-type: none"> - place value of tens and ones - using symbols $<$ $>$ $=$ <p><u>Addition and Subtraction</u></p> <ul style="list-style-type: none"> - add/subtract 2-digit numbers and tens/ones - add three 1-digit numbers - number facts to 20 - related facts to 100 	<p><u>Division</u></p> <ul style="list-style-type: none"> - Sharing, multiples of 2,5,10 <p><u>Multiplication</u></p> <ul style="list-style-type: none"> - Repeated addition, arrays <p><u>Statistics</u></p> <ul style="list-style-type: none"> - interpreting and constructing pictograms, tally charts and block diagrams. <p><u>Measure - Money</u></p> <ul style="list-style-type: none"> -value of coins and notes, comparing amounts Addition/Subtraction - Money - combinations of amounts 	<ul style="list-style-type: none"> - read and write numbers in words <p><u>Addition and Subtraction</u></p> <ul style="list-style-type: none"> -add/subtract three 1 digit numbers -add numbers with regrouping -subtract 1 digit/2 digit number from 2 digit number with regrouping <p><u>Multiplication/Division</u></p> <ul style="list-style-type: none"> - odd and even numbers -to know 2,5 and 10 times tables -to know corresponding multiplication and division facts (number families) -to connect the 10 times table with place value <p><u>Measure - time</u></p> <ul style="list-style-type: none"> - time, o'clock, half past 	<p><u>Multiplication and Division</u></p> <ul style="list-style-type: none"> - Problems relating to length - one step <p><u>Fractions</u></p> <ul style="list-style-type: none"> - fractions of amounts, sharing equally <p><u>Geometry</u></p> <ul style="list-style-type: none"> - to arrange objects in patterns and sequences - to describe the position of objects - to give directions 	<ul style="list-style-type: none"> - partitioning and recombining 2 digit numbers - using symbols $<$ $>$ $=$ <p><u>Measure</u></p> <ul style="list-style-type: none"> - Capacity and mass, non-standard and standard units, standard units - ml, g, kg - reading scales <p><u>Addition and Subtraction</u></p> <ul style="list-style-type: none"> - Problems relating to capacity and mass <p><u>Multiplication and Division</u></p> <ul style="list-style-type: none"> - Problems relating to capacity and mass <p><u>Measure</u></p> <ul style="list-style-type: none"> - time, o'clock, half past, quarter past, quarter to 	<ul style="list-style-type: none"> - To know corresponding facts 2's, 5's, 10's <p><u>Fractions</u></p> <ul style="list-style-type: none"> - To recognize equivalent fractions - fractions of amounts <p><u>Statistics</u></p> <ul style="list-style-type: none"> - To read scales of 2, 5, 10 - to sort objects using Carroll diagrams/Venn diagrams <p><u>Geometry</u></p> <ul style="list-style-type: none"> - To describe movement in terms of right angles - to program robots to turn
Science	<p><u>Animals including humans</u></p> <ul style="list-style-type: none"> - how babies grow and change into adults - life cycles of a human <p><u>Exercise</u></p> <ul style="list-style-type: none"> - Why we need exercise - Different types of exercise <p><u>Nutrition</u></p> <ul style="list-style-type: none"> - food groups - healthy eating, balanced lunchboxes <p><u>Hygiene</u></p> <ul style="list-style-type: none"> - keeping ourselves clean, investigate the spreading of germ - dental hygiene 	<p><u>Materials</u></p> <ul style="list-style-type: none"> - Identifying and properties - Bend, stretch, squash - investigating materials - Investigating which material is best for a bridge 	<p><u>Materials</u></p> <ul style="list-style-type: none"> - Investigating which fabric is best to wear outside - Charles Macintosh <p><u>Animals including humans</u></p> <ul style="list-style-type: none"> - basic need for survival - role play - what do humans/animals need to survive? 	<p><u>Living and non-living</u></p> <ul style="list-style-type: none"> - what is alive/not alive? - what has been alive/never been alive? <p><u>Animals including humans</u></p> <ul style="list-style-type: none"> - life cycles of frog and chick 	<p><u>Seeds and Bulbs</u></p> <ul style="list-style-type: none"> - observations of seeds - what do seeds and bulbs grow into - Investigating what plants need to grow - best conditions for growth - observing over time - recording results 	<p><u>Habitats</u></p> <ul style="list-style-type: none"> - micro habitats and mini beasts - macro habitats - different features -identifying animals in a range of habitats - which animals suit which habitat and why <p><u>Food chains</u></p> <ul style="list-style-type: none"> - look at simple food chains

Computing	<u>Digital Literacy</u> - Recognise different types of technology. - Know how technology is used in school and outside of school. - Know where to go for help if they are concerned.	<u>Switched on Computing</u> - 'We are games testers' - Describe what happens in computer games thinking about cause and effect - Predict what a program might do - Test their predictions	<u>Information Technology</u> - Navigate the web to search. - Retrieve digital content from the web. <u>Switched on Computing</u> - 'We are astronauts' - Algorithms are instructions. - Move a Beebot by using an algorithm. - Scratch creation of sprites and backgrounds. - Programming the movement of the Sprite. - Debug any issues as they arise.		<u>Switched on Computing</u> - 'We are photographers' - Evaluate existing photos looking at quality and focus - Use a camera app to take digital photos of shapes - Review and reject/pick from the images they have taken. - Edit and enhance their photos using a computer program.	<u>Switched on Computing</u> - 'We are zoologists' - Sort and classify mini beasts by answering questions - Collect data using tally charts - Enter data into Excel to produce charts
History	<u>Historical Investigation</u> - Asking questions to an older person. - Compare things now to things that were different when our grandparents were different.	<u>Historical places</u> - Castles - What is a castle like inside? - Why was it built this way? - What was it like to live as a monarch? <u>Changes within living memory</u> - Births of Prince Louis and Archie Harrison. - Wedding of Prince Harry	<u>Historical artefact</u> - Asking questions about the object. - What might it have been used for? <u>Events beyond living memory</u> - Christopher Columbus - Francis Drake - Research in order to answer questions.			
Geography	<u>Locational Knowledge</u> - Name and locate the countries in UK - Name the capital cities of countries in the UK. - Where is Peterborough?		<u>Locational Knowledge</u> - Name and locate 7 continents. - Name and locate the world's oceans.	<u>Human and Physical Geography</u> - Use geographical vocabulary when discussing the rainforest. - Discuss how jobs may be different. <u>Geographical Skills</u> - Where are rainforests in the world? Why? - How is a rainforest structured?	<u>Human and Physical Geography</u> - Use geographical vocabulary when discussing the farm. - Compare human and physical features on the farm. - Discuss how jobs may be different.	<u>Geographical Skills</u> - Use fieldwork and observational skills to study the geography of the school.

				<u>Place Knowledge</u> - Compare Brazil to where we live. How is it similar? How is different?		
D&T	<u>Cooking</u> - Soup - Make a plan - Describe the ingredients - Understand where food comes from - Select and use appropriate tools - Evaluate	<u>Structures</u> - Drawbridge - Designing and communicating ideas based on design criteria - Choosing appropriate materials - Explore and use mechanisms - Testing and evaluating			<u>Scarecrows</u> - Make a plan - Choose materials - Build a scarecrow - Evaluate what went well <u>Food</u> - Fruit Salad - Follow recipe - Cutting, peeling, mixing and measuring.	
Art & Design			<u>Pencil Drawing</u> - Draw an artefact. - Choose and use different grades of pencils. - Develop pencil control with line and texture. - Use a viewfinder to draw a specific part of an artefact.	<u>Printing</u> - Look at how artists have used colour, pattern and shape. - Colour mixing and the colour wheel. - Tints and tones by adding white or black. - Create printing by pressing, rolling, rubbing and stamping.		<u>Clay pots</u> - Creatively design a clay pot for water. - Make a clay finger pot. - Carve detail into the pot. - Join parts of the clay together.
Music	<u>Pitch</u> - Singing/speaking voices - Pitch and Rhythm - Singing/playing so, mi, la	<u>Performing</u> - shape of the melody - rhythmic accuracy - solo singing/small group - perform in groups - use rhythm and pulse - improving performances	<u>Instrumental</u> - 4 beat rhythms - playing un-tuned instruments - using symbols - creating a simple musical piece with structure	<u>Rhythm and Pulse</u> - Practice pulse through practical games - Internalise rhythm patterns - tempo - connections with notations and sounds	<u>Listening</u> - appreciate a variety of musical styles - listening for instruments in different musical pieces - responding to variety of music	<u>Performing</u> - singing games, rounds - shape of the melody - rhythmic accuracy - solo singing - perform in groups - un-tuned instruments - use rhythm and pulse - structure of music - improving performances
PE/Games						

RE	<u>What is special about the Bible and the Qu'ran?</u> - Sacred texts - Story of The Lost Sheep (Bible) - Story of The crying camel (Qu'ran) - Story of Joseph (Both)	<u>What is the meaning of Christmas?</u> - Christmas journey - sensory - Christmas story - meaning to Christians - What is advent?	<u>What makes Islam special?</u> - special person - Muhammed - special 5 pillars - special place of worship, visit mosque, it's place in the community	<u>What is the meaning of Easter?</u> - new life - spring and symbols of Easter - the Christian Easter story - what Christians believe - explore feelings of characters through drama		<u>What was life like for Jesus?</u> - Why is Jesus special to Christians? - how do Christians live their lives? - What Jesus did - stories of miracles/parables - Comparing a mosque and cathedral - what is the same? What is different?
SMSC / PSHE	<u>Sex and Relationships Education</u> (Science overlap) - Babies changing and growing - how children have changed as they grow - responsibilities for a 7 year old <u>Healthy Lifestyles</u> (Science overlap) - How it feels to be healthy - healthy eating - foods I like and dislike	<u>Anti-bullying</u> - Bullying behavior - What to do - positive relationships in school <u>British Values</u> - the Royal family and why they are important	<u>Citizenship</u> - jobs and responsibilities at school and home - what I and others are good at - skills needed in a group, listening, negotiating	<u>Financial Capability</u> - Money - where does it come from/where does it go? - How do we pay for things? - What is a charity? - How do we pay for things?	<u>Managing Change</u> - Changes as children grow up - achievements/skills and responsibilities - changing behavior - coping when friendships change/losing something special	<u>Drug Education</u> - Medicines - roles of medical services - what to do when poorly - risky substances - keeping safe - being persuaded
Learning Outdoors	- How exercise affects our bodies. - Try different exercise tasks.	- Castle visit with knight training in the battlefield.	- Exploring activities. - Compass and directions work. - Orienteering.		- Making Scarecrows. - Visit to the Farm.	- Minibeast hunts. - Data collection.