

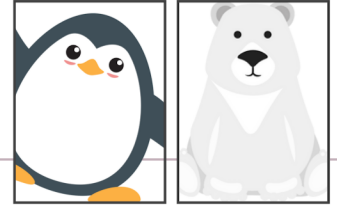
## INTO THE DARK

Driver Subjects  
Science  
Art



## ARCTIC AND ANTARCTIC

Driver Subjects  
Geography  
Design & Technology



## ENGLISH

Know Me To Teach Me.  
Capital letters and full stops and begin to use question marks.  
Phonetically plausible attempts at spellings they do not know but be able to spell all year 1 words.  
Time adverbials and noun phrases.  
Past tense verbs regular and irregular.  
Writing a story in the first and third person (Owl who was Afraid of the Dark, The Journey).  
Writing a non-chronological report.  
Handwriting - correct formation of all lowercase and capital letters.  
Raising the Game - J is for Jamaica poem.

## MATHS

Place Value  
Money  
Addition and subtraction  
Statistics

## SCIENCE

Animals including humans.  
Living things and their habitats.

## HISTORY

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]; significant historical events, people and places in their own locality

## GEOGRAPHY

Maps, physical & human features, countries, continents, oceans and seas: understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country.

## R.E

Religious stories  
Consider, link and discuss questions, ideas and points of view; investigate and explain why religions and worldviews matter; enquire into and interpret ideas, sources and arguments

## COMPUTING

Uses of information technology, research and typing: 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.

## PSHE/RSE

Recovery curriculum.  
Healthy minds and healthy bodies.  
Anti-bullying and positive friendships.

## P.E

Spatial awareness  
Gymnastics, fundamental movement skills

## MUSIC

Eurythmics: Exploring pulse, rhythm, pitch, duration, phrasing etc. through movement. Enrich our repertoire with pentatonic songs. Explore simple body percussion.

## M.F.L

Spanish

## ART & DESIGN

Painting – self-portraits and looking at different artists.  
Painting – London skyline.  
Junk Modelling - Making a model of a personal item/ Topic 2 - London landmark.

## DESIGN & TECHNOLOGY

Shoobox habitat of Arctic/Antarctic including animals and physical/human features.

# YEAR 2

## GREAT FIRE OF LONDON

Driver Subjects  
Science  
Geography



## SUPERHEROES

Driver Subjects  
History  
Design



## ENGLISH

Capital letters and full stops, question marks, apostrophes.  
Sentence types - statement, command, question, exclamation.  
Apply Year 2 spelling rules.  
Time adverbials and expanded noun phrases.  
Past tense verbs regular and irregular.  
Writing a story in the first and third person (Traction Man/Own superhero story).  
Writing a non-chronological report.  
Handwriting - begin joining and continue correct formation of letters

## MATHS

Multiplication and division.  
Fractions.  
Time.  
Shape and space.  
Raising the game - Shape Art

## SCIENCE

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.

## HISTORY

Events beyond living memory and the lives of significant individuals: 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.

## GEOGRAPHY

Maps, physical & human features: 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; use simple fieldwork and observational skills to study the geography of their school and its grounds.

## R.E

Special books:  
Use varied disciplines of religious study to research religious sacred texts.  
Investigate religions.  
Apply ideas about religions and worldviews thoughtfully.  
Collect, use and respond to ideas in RE  
Evaluate questions

## COMPUTING

Research and typing: 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.

## PSHE/RSE

Recovery curriculum.  
Being a good citizen.  
Friendships.

## P.E

Gymnastics.  
Hockey.

## MUSIC

Explore pulse, rhythm, pitch, duration, phrasing etc through weekly singing assemblies.

## M.F.L

Spanish

## ART & DESIGN

Painting – London skyline 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.  
Raising the game - Shape Art

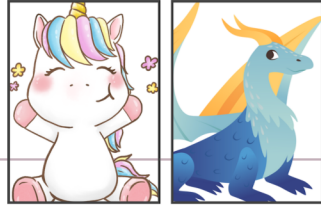
## DESIGN & TECHNOLOGY

Build 1666 house and creating a comic strip: to use a range of materials creatively to design and make products to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

# YEAR 2

## MYTHICAL CREATURES

Driver Subjects  
 Geography  
 Science



## SEASIDE

Driver Subjects  
 History  
 Design  
 Geography



## ENGLISH

Capital letters and full stops, question marks, apostrophes.  
 Sentence types - statement, command, question, exclamation.  
 Apply Year 2 spelling rules.  
 Time adverbials and expanded noun phrases.  
 Past tense verbs regular and irregular.  
 Writing a story in the first and third person (Flotsam).  
 Write a persuasive letter.  
 Handwriting - begin joining and continue correct formation of letters

## MATHS

Revision of all concepts.  
 Shape and space.  
 Statistics.

Raising The Game - Children will work independently to identify and label the 2D shapes that they can see in images of Caribbean/UK localities. Children will label the shapes, using mathematical vocabulary. Children will describe the shapes that they have identified orally or in writing.

## SCIENCE

Plants and animals: observe and describe how seeds and bulbs grow into mature plants; find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.  
 Cooking and nutrition: use the basic principles of a healthy and varied diet to prepare dishes; understand where food comes from.

## HISTORY

Changes beyond living memory (Victorian seaside comparison): events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries].

## GEOGRAPHY

Maps, physical & human features, countries, continents, oceans and seas: understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom name and locate the world's seven continents and five oceans.

## R.E

Special food and fasting: Investigate fasting.  
 Apply ideas about religions and worldviews thoughtfully.  
 Notice and find out about religion and worldviews.  
 Collect, use and respond to ideas in RE  
 Evaluate questions.

## COMPUTING

Research and typing: 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.

## PSHE/RSE

Being a good citizen.  
 Friendships.

## P.E

Team games.  
 Dance.

## MUSIC

Control that sound!  
 Understand the difference between tuned and untuned instruments.  
 Link to Science: how do we make different pitches/ordering chime bars based on length.  
 Learn correct playing technique for variety of hand held tuned and untuned percussion.

## M.F.L

Spanish

## ART & DESIGN

Painting/charcoal - design mythical creature Painting/sculpture - looking at different artists 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

## DESIGN & TECHNOLOGY

Cooking and nutrition: use the basic principles of a healthy and varied diet to prepare dishes; understand where food comes from.