

Autumn Term Planning Overview -Year 2

	1	2	3	4	5	6	7
Topic	Transition Week	Traditional Tales			Knights, Castles & Dragons		
Topic Maths		Solve word problems for addition, subtraction and number bonds relating to the stories we have read.			Measure in cm and create block graphs.		
History					Describe significant people; handle and observe evidence; ask questions. Find out about Henry VIII; make a fact poster; visit Portland Castle.		
Geography		Use basic geographical vocabulary. Draw a map of where the Gingerbread Man went next; label with key geographical terms.			Use maps and atlases to identify countries, continents and oceans. Use an atlas to label the countries of the UK and their capitals; label a world map of continents.		
Art		To use objects to create prints. Print stone blocks and grass on our castle painting. Make puppets to help retell known stories.			Sketch from observation. Drawing at Portland Castle.		
Design and Technology		Design and make products for a purpose. Make a house for the Gingerbread man and cover it with a waterproof material. Test it to check he stays dry.			Create products with a winding mechanism. 3D castle model with wind-up drawbridge.		
Science		Identify and compare the suitability of materials for a purpose. Test materials to see if they are waterproof.			Plan an experiment to answer a question. Measure carefully. Record in a table and graph. Cannonball Princesses bottle capacity experiment.		
R.E	We follow the Discovery RE scheme.						
ICT	Log on, navigate folders and files, open documents, save and print work. Microsoft Word skills, capital letters and full stops.				Navigate web pages, keyboard and mouse skills. Make your own coat of arms.		
PSHE	Routines, expectations, behaviour, team work. Growth mindset.	Similarities and differences.			Stereotypes.		
Music	Take part in singing, following the melody. Regular singing assemblies and topic singing.				Create short, rhythmic phrases. Use pictures of castles as musical notation.		

	8	9	10	11	12	13	14
Topic	Stories can take you anywhere: children around the world. W1: World introduction. W2: Africa. W3: Asia. W4: South America. W5: Oceania. W6: Europe.						The Christmas Story
Topic Maths	Interpret and construct graphs and tables and answer questions about data. Look at temperature data from around the world; create own data for UK. Ask and answer questions.						Problem solving investigations; Mastery examples.
History	Observe and handle evidence; ask questions such as What was it like for people? Visitors to talk about experiences and backgrounds, and share photos and artefacts from Asia (Sri Lanka) and Africa.						
Geography	Use atlases and world maps to locate the UK, continents and oceans. Label UK countries and capital cities; label a world map with continents. Ask and answer questions about what a place is like, what is life like for the people who live here? Understand similarities and differences in human and physical geography. Look at photos, videos and books about the life of children around the world. How are their lives similar or different?						
Art	Mix primary colours; make a colour wheel; add tints and tones. Watercolour African landscape with silhouettes. Use weaving to create a pattern. South American inspired weaving patterns. Use a combination of materials. Australian coral reef fish collage.						
Design and Technology	Design products that have a clear purpose. Make an Australian rain shaker stick. Use dip-die techniques to make a product. <i>Make a product to sell at the school Winter Fun Night.</i>						Christmas cards.
Science	Understand that animals live in a habitat to which they are suited. Sort, classify and identify animals and understand how they are suited to their habitat. Investigate colour mixing through dissolving. Skittles experiment in warm water to see how the colours mix and patterns form.						
R.E	A brief introduction to different religions around the world to fit in with each week's continent: Islam [W2,3], Buddhism [W4,5] and Indigenous beliefs [W6].						Christianity: the Christmas story.
ICT	Control motion by specifying direction of travel, distance and turns. Bee Bot game for N, S, E, W, clockwise and anti-clockwise and directions. Control motion by specifying direction of travel, distance and turns. Espresso Coding unit.						
PSHE	Jigsaw unit 2: celebrating difference. I can say some ways in which I am different to my friends; I can understand how differences make us special and unique. I can say some ways I could be friends with people who are different.						
Music	Create short, rhythmic phrases. Africa drumming. Listen to a range of recorded music. Create a dance to traditional Indian music. Singing Christmas play songs.						

