



## Class 2 2019-2020 Curriculum Map

### Autumn Term



#### Toys

Past and present toys

We will be exploring past and present toys, to find out how some toys have changed over time. We will compare the toys from the Victorian age, 20<sup>th</sup> century and 21<sup>st</sup> century. Using this knowledge to place the different toys on a timeline. Then we will create toys for our toy museum, we will label and write facts about them. Using our science lessons, we will explore materials which will be suitable for making a puppet. Then create a puppet theatre and scenery from the local area. The children will then create scripts and music for the puppet performance.

### Spring Term



#### Story Time

Sue Hendra and Julia Donaldson

We will be studying Sue Hendra and Julia Donaldson's books. We will find out about the authors and how they became published. We will compare their books, looking at the language they used and illustrations. Then, how the stories hook the reader and keep them interested to read the book. We will use this information, as well as the important features of a story, to write our own class story. Using our art lessons, we will create illustrations for our class story. How we can hook the reader by creating a colourful eye-catching front cover.

### Summer Term



#### Land Ahoy

Seaside and Countryside

We will be comparing the seaside with the countryside. We will use our own experiences, alongside photographs and maps, to study the things that are the same and different. We will learn how maps can be used to follow directions, which will link with our computing this term. We will then learn about the features of maps and make our own maps. Using our history lessons, we will study famous pirates, their lives and where they lived. Ahoy, Me Hearties! I wonder what fun we could have!

**Science**  
1<sup>st</sup> half **Animals including Humans**

- Identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.
- We will investigate each sense with simple experiments.

2<sup>nd</sup> half **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 based on their simple physical properties.
- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for making our puppets.

**History**

- Develop, then demonstrate an awareness of the past, using common words and phrases relating to the passing of time (past, present and future).
- Begin to use dates to show how toys were invented in a chronological order.
- Comparing present and past toys and how they work, what they are made from.
- Create a museum display to show how the past can be represented.

**Science**  
1<sup>st</sup> half **Seasonal Changes**

- Start to observe changes across the four seasons.
- Observe and describe weather associated with the seasons and how day length varies.
- Measure the rain, temperature and wind direction using simple equipment and collecting data.
- Investigate ice and how we can reduce it during extreme weather.

2<sup>nd</sup> half **Animals including Humans**

- Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.
- Identify and name a variety of common animals that are carnivores, herbivores and omnivores.
- Describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets).

**History**

- Discover facts about the authors.

**Geography**

- Name and locate the major seas surrounding the UK.
- Identify seasonal and daily weather patterns in the United Kingdom.
- Understand what weather forecasts show.
- Create a weather forecast.

**Science**  
1<sup>st</sup> half **Plants**

- Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.
- Identify and describe the basic structure of a variety of common flowering plants, including trees.
- 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.

2<sup>nd</sup> half **Living things and their habitats**

- Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).
- Explore and compare the difference 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.
- Describe how different habitats provide the basic needs of different kinds of animals and plants, and how they depend on each other.

**History**

- Study events beyond living memory that are significant nationally or globally.
- Find out about famous pirates and explorers.
- Understand some ways we find out about the past e.g. using artefacts, pictures, stories and websites.

### Geography

- Understand the terms 'human' and 'physical' geography.
- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom.
- Name, locate and identify characteristics of the local area.
- Use basic geographical vocabulary to refer to the local area.
- Identify the human and physical geographical features of the local area, for the scenery of our puppet show.
- Use aerial photographs and simple maps of Whitemoor.
- Village walk to locate areas of play.
- To draw simple features of the local play area.

### Art

Develop our sketching skills using different techniques to create a sketch of a chosen toy.

- Experiment creating different line patterns with a pencil.
- Use a range of drawing media in different ways: hatching, scribble, stippling, blending
- Produce a growing range of patterns and textures and tones with a single pencil.

### Design and Technology

- Investigate puppets- what the products are, how they are made and what materials are used.
- Explore materials to decide which ones will be suitable for a puppet.
- Design a puppet.
- Plan, make and evaluate puppet.
- Using knowledge of the local area, design and create the puppet's show scenery.

### Art

Develop our painting skills to use in illustrations.

- Recognise and name primary and secondary colours.
- Mix primary colours to make secondary colours. Share colour charts to compare variations of the same colour.
- Create and experiment with shades of colour and name some of these.
- Recognise warm and cold colours.
- Explore the relationship between mood and colour.

### Design and Technology

- Use the basic principles of a healthy and varied diet to prepare dishes.
- Design and create a meal, based on Sue Hendra's books.

### Computing

- Use technology to locate the continents on a digital map/globe.
- Use technology to take videos of a weather forecast and edit them to improve.
- 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 (Safer Internet Day).
- Research the authors using the internet,

### Music

- Listen with concentration and understanding to a range of high-quality live and recorded music.

### Geography

- Compare the countryside with the seaside.
- 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.
- Draw basic maps, including appropriate symbols and pictures to represent places or features.
- Use photographs and maps to identify features.

### Art

- Know about Monet and understand the historical, and cultural development of their art forms.
- Evaluate and analyse creative works using the language of art, craft and design.
- Experiment with several media in different ways.
- Use different media, to recreate a piece of Monet's landscape art.

### Design and Technology

- Investigate boats- what the products are, how they are made and what materials are used.
- Explore materials to decide which ones will be suitable for a boat.
- Design, make and evaluate a boat.

### Computing

- Understand what algorithms are.
- How algorithms are implemented as programs on digital devices.
- Understand how programs need precise and clear instructions.

<p style="text-align: center;"><b><u>Computing</u></b></p> <ul style="list-style-type: none"> <li>• Use different technology to take photos / videos of the puppet show and edit them to improve.</li> <li>• Use technology to locate the United Kingdom, Cornwall and Whitemoor on a digital map/globe.</li> </ul> <p style="text-align: center;"><b><u>Music</u></b></p> <ul style="list-style-type: none"> <li>• Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</li> <li>• Use different musical instruments to create different tempos / tension for the puppet show.</li> </ul> <p style="text-align: center;"><b><u>RE</u></b></p> <ul style="list-style-type: none"> <li>• Celebrations for non-Christians, learning about Diwali and how it is celebrated.</li> <li>• Why is Christmas special?</li> </ul> <p style="text-align: center;"><b><u>PE</u></b></p> <ul style="list-style-type: none"> <li>• Net and ball games</li> <li>• Gymnastics</li> </ul>	<p style="text-align: center;"><b><u>RE</u></b></p> <ul style="list-style-type: none"> <li>• Special books from non-Christian religions, learning about the 'Koran' what it is, how it is treated and why it is so special to Muslims around the world.</li> <li>• Why is Easter special?</li> </ul> <p style="text-align: center;"><b><u>PE</u></b></p> <ul style="list-style-type: none"> <li>• Dance</li> <li>• Swimming</li> <li>• KS1 Games</li> </ul>	<ul style="list-style-type: none"> <li>• Create and debug simple programs.</li> </ul> <p style="text-align: center;"><b><u>Music</u></b></p> <ul style="list-style-type: none"> <li>• Use voices expressively to sing songs including sea shanties.</li> <li>• Experiment with, create, select and combine sounds using the inter-related dimensions of music.</li> </ul> <p style="text-align: center;"><b><u>RE</u></b></p> <ul style="list-style-type: none"> <li>• Special places for non-Christians, learning about the different places of worship.</li> <li>• Celebrating the world.</li> </ul> <p style="text-align: center;"><b><u>PE</u></b></p> <ul style="list-style-type: none"> <li>• Orienteering</li> <li>• Striking and Fielding</li> </ul>
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