REDESDALE PRIMARY SCHOOL

CURRICULUM PLANNING WEB

Y2 AUTUMN

LEARNING HOOK

Maps on tables – what are they?

What countries are these?

HERE, THERE, EVERYWHERE!

HISTORY

No History this term.

GEOGRAPHY

Name and locate the four countries that make the United Kingdom and the surrounding seas.

Name and locate the continents and surrounding oceans.

Use a map.

Draw maps and add a compass.

SCIENCE

Animals including humans
- To understand life cycles
- To understand the importance of healthy eating and exercise
- To understand growth

DESIGN TECHNOLOGY

To look at sculptures and structures from the continents and create similar models by using a variety of media.

ART

To look at artists work from the UK and the continents and create similar work by using a variety of media.

PE

Football with NUFC Foundation

Multi Skills

MUSIC

Sing along to songs from across the continents and identity the rhythm, pitch and pulse of the songs.

Christmas songs.

FRENCH

Phonemes
Where do you live?
Classroom objects
Colours
La Nativite

RE

- Introduction to the Bible through characters and stories.
- Christmas: Light
- Remembrance Day

COMPUTING

Writing for different purposes
- Import images
- Use text boxes
- Format text
- Design a layout
- Use spell checker

Animation
- Understand animation
- Make characters
- Create animations

PSHE

- New Beginnings
- Say No to Bullying
- Getting on and Falling Out
- Keeping safe – indoors and outdoors
- Child Protection Education

SCIENCE

- notice that animals, including humans, have offspring which grow into adults.
- find out about and describe the basic needs of animals, including humans, for survival (water, food and air).
- describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

DESIGN TECHNOLOGY

- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
- build structures, exploring how they can be made stronger, stiffer and more stable.
- design purposeful, functional, appealing products for themselves and other users based on design criteria .
- evaluate their ideas and products against design criteria .

COMPUTING

- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school.

HISTORY

No History this term.

GEOGRAPHY

- name and locate the world's seven continents and five oceans
- name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas
- 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

ART

- 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.

MUSIC

- use their voices expressively and creatively by singing songs and speaking chants and rhymes
- play tuned and untuned 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 inter-related dimensions of music.

PSHE

- Exploration and reflection upon issues through research, discussion and role-play.
- Demonstrate empathy and sensitivity for the feelings of others.
- Explore through first-hand experiences (visits and visitors to school.)

PE

- 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