

Class 2 Curriculum Cycle A

<u>Subject</u>	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Unit Title</u>	Hot and Cold Places	Night’s in Shining Armour	The Victorians	All Around the World	Historical Figures	Sand Sculptors
<u>E.A.T Opportunities</u>	<u>Focus</u> Thinking creatively.	<u>Focus</u> Active learning	<u>Focus</u> Explorer learners	<u>Focus</u> Think learners	<u>Focus</u> Explorer learners	<u>Focus</u> Active learning
<u>St Mary’s Pupil Passport Experiences.</u>	<ul style="list-style-type: none">• Visit to a zoo• To make a shelter• Learn an instrument	<ul style="list-style-type: none">• Play or try a new sport –Archery• Create some wild art• Play conkers	<ul style="list-style-type: none">• Visit a museum• Bird Watching	<ul style="list-style-type: none">• Grow vegetables• Bake using fruit• Cook on a camp fire	<ul style="list-style-type: none">• Learn and perform a poem in assembly• Road safety	<ul style="list-style-type: none">• Interview a hotelier• Complete art using objects from nature
<u>Visit or Visitor</u>	Visit to the zoo. (Blackpool)	Sporting coach or nurse.	Museum	Visitor from Dobbies or Farm.	Treasure Hunt/ Outdoor Orienteering	Blackpool
<u>Lead Subjects</u>	Geography	History	History	Geography	History	History
<u>History</u>		Significant people from History (Florence Nightingale)	Queen Victoria		Black History Unit (Learie Constantine)	The History of the Beach
<u>Geography</u>	Hot and cold areas of the world			Continents and Oceans		
<u>Science</u>	Animals	Humans and Growth	Plants		Everyday materials	
<u>PSHCE</u>	This area is currently under review.					
<u>Art and Design Technology</u>	Collage	Drawing People	Portraits		Sculpture	
<u>Physical Education</u>	Dance (Rachael) FUNdamentals Multi-Skills	Dance (Rachael) FUNdamentals Ball Skills	Dance (Rachael) FUNdamentals Travelling Skills	Dance (Rachael) Ball Games	Dance (Rachael) Bat and Ball	Dance (Rachael) Athletics
<u>Design Technology</u>	Shelters		Victorian Product	Food		Structures
<u>Music</u>	Hey You!	Christmas Production	In The Groove	Round and Round	Your Imagination	Reflect, Rewind and Replay
<u>Computing</u>	<u>Unit 1.1 Online Safety & Exploring Purple Mash</u> <u>Unit 2.5 Effective Searching</u>	<u>Unit 2.5 Effective Searching</u> <u>Unit 1.4 Lego Builders</u>	<u>Unit 1.9 Technology Outside of School</u> <u>Unit 1.2 Grouping and Sorting</u>	<u>Unit 1.2 Grouping and Sorting</u> <u>Unit 2.6 Creating Pictures</u>	<u>Unit 1.8 Spreadsheets</u> <u>Unit 1.7 Coding</u>	<u>Unit 1.7 Coding</u> <u>Unit 2.1 Coding</u>

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<u>St Mary's Pupil Passport Experiences.</u>	<ul style="list-style-type: none"> • Visit to a zoo • To make a shelter • Learn an instrument 	<ul style="list-style-type: none"> • Play or try a new sport –Archery • Create some wild art • Play conkers 	<ul style="list-style-type: none"> • Visit a museum • Bird Watching 	<ul style="list-style-type: none"> • Grow vegetables • Bake using fruit • Cook on a camp fire 	<ul style="list-style-type: none"> • Learn and perform a poem in assembly • Road safety 	<ul style="list-style-type: none"> • Interview a hotelier • Complete art using objects from nature
<u>Visit or Visitor</u>	Visit to the zoo (Blackpool)	Sporting coach or nurse	Museum	Visitor from Dobbies or Farm	Treasure Hunt/ Outdoor Orienteering	Blackpool
<u>Lead Subject</u>	Geography	History	History	Geography	History	History
<u>History</u>		<p>Significant people from History (Florence Nightingale) Substantive Concept: Leadership</p> <p>Disciplinary concept- historical significant individual</p> <p>How did Florence Nightingale improve medical care for patients?</p>	<p>Queen Victoria Substantive Concept: Childhood</p> <p>Disciplinary Concept Sources and evidence Similarity and difference</p> <p>Using sources and evidence can you find out about life for Victorian children. How is it the same? How is it different?</p>		<p>Local Black History Unit Substantive Concept: Rights, Justice and Equality</p> <p>Disciplinary concept- historical significant individual and change.</p> <p>The life of a significant local individual from the past who has contributed to national achievements.</p>	<p>The History of the Beach Substantive Concept: Civilisation</p> <p>Disciplinary concept – change and continuity</p> <p>How have seaside towns changed over time?</p>
<u>Geography</u>	<p><u>Hot and cold areas of the world</u></p> <p>Is the weather the same all around the world?</p> <ul style="list-style-type: none"> • identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles • 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 			<p><u>Continents and Oceans</u></p> <p>What's it like to live around the world?</p> <ul style="list-style-type: none"> • identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles • 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 		<p><u>Seaside Locations (including Coastal work)</u></p> <p>How can we describe seaside towns?</p> <ul style="list-style-type: none"> • use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather • 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

PSHCE	This area is currently under review.					
Science	<u>Animals</u> <ul style="list-style-type: none">To identify and name common animals.To notice that animals have offspring.Basic needs of animals for survival.	<u>Human growth</u> <ul style="list-style-type: none">To notice that humans have offspring.To understand the basic needs for human growth and survival.	<u>Plants</u> <ul style="list-style-type: none">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.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.		<u>Everyday materials</u> <ul style="list-style-type: none">Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water and rock.Describe and compare the simple physical properties of a variety of everyday materials.Compare and group together a variety of everyday materials on the basis of 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 particular uses.Find out how the shape of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.	
Art and Design	<u>Collage</u> <ul style="list-style-type: none">Know that collage material can be chosen to represent rea-life textures.Know that collage materials can be overlapped and overlaid to create texture.Know that we can change paper from 2D to 3D shape by folding, rolling and scrunching.Know that collage materials can be shaped to represent shapes in an image	<u>Drawing People</u> <ul style="list-style-type: none">Know that drawing tool can be used in a variety of ways to create lines.Know that lines can represent movement in drawingsKnow that lines can be used to fill shapes to make outlines and to add detail or pattern. (y2)Know that tone means light and dark.Know that we can add tone to a drawing by shading and filling a shape.Know that shading helps make drawn objects look more 3 dimensional (y2)Know that different pencil grades make different tones. (y2)	<u>Portraits</u> <ul style="list-style-type: none">Know that drawing tool can be used in a variety of ways to create lines.Know that lines can represent movement in drawingsKnow that lines can be used to fill shapes to make outlines and to add detail or pattern. (y2)Know that tone means light and dark.Know that we can add tone to a drawing by shading and filling a shape.Know that shading helps make drawn objects look more 3 dimensional (y2)Know that different pencil grades make different tones. (y2)		<u>Sculpture</u> <ul style="list-style-type: none">Know that we can change paper from 2D to 3D shape by folding, rolling and scrunchingTo know that three-dimensional art is called sculpture.Know that pieces of clay can be joined using the ‘scratch’ and slip technique.Know that clay surfaces can be decorated by pressing into it or by joining pieces.Know that tools can be used to create texture.	
Design Technology	<u>Shelters</u> <ul style="list-style-type: none">Design a purposeful functional product.Select from and use a range of tools for Cutting and joining.Evaluate their ideas and products		<u>Design a Victorian air freshener</u> <ul style="list-style-type: none">To design a purposeful, functional and appealing product for themselves and other users based on a design criterion.To select from and use a range of materials and ingredients according to their characteristics.	<u>Food</u> <ul style="list-style-type: none">To design a purposeful, functional and appealing product for themselves and other users based on a design criterion. (Related to food)		<u>Structures – building a pier</u> <ul style="list-style-type: none">Exploring how they can be made stronger, stiffer and more stable.
Physical Education	Dance (Rachael) FUNdamentals Multi-Skills	Dance (Rachael) FUNdamentals Ball Skills	Dance (Rachael) FUNdamentals Travelling Skills	Dance (Rachael) Ball Games	Dance (Rachael) Bat and Ball	Dance (Rachael) Athletics
Music	<u>Hey You!</u> Themes: How pulse, rhythm and pitch work together. Listening to the additional four songs/pieces in this Unit will	<u>Christmas Production</u>	<u>In The Groove</u> Theme: How to be in the groove with different styles of music. Listening to the additional four songs/pieces in this Unit will	<u>Round and Round</u> Themes: Pulse, rhythm and pitch in different styles of music. Listening to the additional four songs/pieces in this Unit will	<u>Your Imagination</u> Themes: Using your imagination. Listening to the additional four songs/pieces in this Unit will support and enrich the children’s	<u>Reflect, Rewind and Replay</u>

	<p>support and enrich the children’s understanding of its theme, while deepening their musical knowledge and experience.</p> <p>Most children should know that music has a steady pulse, like a heartbeat. Some children will know that we can create rhythms from words, our names, favourite food, colours and animals. Others will create their own rhythms.</p>		<p>support and enrich the children’s understanding of its theme, while deepening their musical knowledge and experience.</p> <p>Most children should know that music has a steady pulse, like a heartbeat. Some children will know that we can create rhythms from words, our names, favourite food, colours and animals. Others will create their own rhythms.</p>	<p>support and enrich the children’s understanding of its theme, while deepening their musical knowledge and experience.</p> <p>Most children should know that music has a steady pulse, like a heartbeat. Some children will know that we can create rhythms from words, our names, favourite food, colours and animals. Others will create their own rhythms.</p>	<p>understanding of its theme, while deepening their musical knowledge and experience.</p> <p>Most children should know that music has a steady pulse, like a heartbeat. Some children will know that we can create rhythms from words, our names, favourite food, colours and animals. Others will create their own rhythms.</p>	
Computing	<p><u>Unit 1.1 Online Safety & Exploring Purple Mash</u></p> <ul style="list-style-type: none"> • To log in safely. • To learn how to find saved work in the Online Work area and find teacher comments. • To learn how to search Purple Mash to find resources. • To become familiar with the icons and types of resources available in the Topics section. • To start to add pictures and text to work. • To explore the Tools and Games section of Purple Mash. • To learn how to open, save and print. • To understand the importance of logging out. <p><u>Unit 2.5 Effective Searching</u></p> <ul style="list-style-type: none"> • To understand the terminology associated with searching. • To gain a better understanding of searching on the Internet. • To create a leaflet to help someone search for information on the Internet. 	<p><u>Unit 2.5 Effective Searching</u></p> <ul style="list-style-type: none"> • To understand the terminology associated with searching. • To gain a better understanding of searching on the Internet. • To create a leaflet to help someone search for information on the Internet. <p><u>Unit 1.4 Lego Builders</u></p> <ul style="list-style-type: none"> • To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. • To follow and create simple instructions on the computer. • To consider how the order of instructions affects the result. 	<p><u>Unit 1.9 Technology Outside of School</u></p> <ul style="list-style-type: none"> • To walk around the local community and find examples of where technology is used. • To record examples of technology outside school. <p><u>Unit 1.2 Grouping and Sorting</u></p> <ul style="list-style-type: none"> • To sort items using a range of criteria. • To begin to think logically about the steps of a process. • To sort items on the computer using the ‘Grouping’ activities in Purple Mash. • To introduce the term ‘algorithm’ to describe logically following a process. 	<p><u>Unit 1.2 Grouping and Sorting</u></p> <ul style="list-style-type: none"> • To sort items using a range of criteria. • To begin to think logically about the steps of a process. • To sort items on the computer using the ‘Grouping’ activities in Purple Mash. • To introduce the term ‘algorithm’ to describe logically following a process. <p><u>Unit 2.6 Creating Pictures</u></p> <ul style="list-style-type: none"> • To learn the functions of the 2Paint a Picture tool. • To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). • To recreate Pointillist art and look at the work of pointillist artists such as Seurat. • To learn about the work of Piet Mondrian and recreate the style using the lines template. • To learn about the work of William Morris and recreate the style using the patterns template. • To explore surrealism and eCollage. 	<p><u>Unit 1.8 Spreadsheets</u></p> <ul style="list-style-type: none"> • To know what a spreadsheet program looks like. • To locate 2Calculate in Purple Mash. • To enter data into spreadsheet cells. • To use 2Calculate image tools to add clipart to cells. • To use 2Calculate control tools: lock, move cell, speak and count. <p><u>Unit 1.7 Coding</u></p> <ul style="list-style-type: none"> • To understand what instructions are and predict what might happen when they are followed. • To use code to make a computer program. • To understand what object and actions are. • To understand what an event is. • To use an event to control an object. • To begin to understand how code executes when a program is run. • To understand what backgrounds and objects are. • To plan and make a computer program. <p><u>Unit 2.1 Coding</u></p> <ul style="list-style-type: none"> • To understand what an algorithm is. • To create a computer program using an algorithm. • To create a program using a given design. • To understand the collision detection event. • To understand that algorithms follow a sequence. • To design an algorithm that follows a timed sequence. • To understand that different objects have different properties. • To understand what different events do in code. • To understand the function of buttons in a program. • To understand and debug simple programs. 	<p><u>Unit 1.7 Coding</u></p> <ul style="list-style-type: none"> • To understand what instructions are and predict what might happen when they are followed. • To use code to make a computer program. • To understand what object and actions are. • To understand what an event is. • To use an event to control an object. • To begin to understand how code executes when a program is run. • To understand what backgrounds and objects are. • To plan and make a computer program.