Class 2 Curriculum Cycle A

Subject	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Unit Title	Hot and Cold Places	Night's in Shining Armour	Vile Victorians	Seasonal Changes	Down in the Jungle	Sand Sculptors
E.A.T opportunities	**Focus** Thinking creatively.	**Focus** Active learning	**Focus** Explorer learners	**Focus** Think learners	**Focus** Explorer learners	**Focus** Active learning
St Mary's Pupil Passport experiences.	• Visit to a zoo • To make a shelter • Learn an instrument	• Play or try a new sport –Archery • Create some wild art • Play conkers	• Visit a museum • Bird Watching	• Grow vegetables • Bake using fruit • Cook on a camp fire	• Learn and perform a poem in assembly • Road safety	• Interview a hotelier • Complete art using objects from nature
Visit or Visitor	Visit to the zoo. (Blackpool)	Sporting coach or nurse.	Museum	Visitor from Dobbies or Farm.	Treasure Hunt/ Outdoor Orienteering	Blackpool
Lead Subjects	Geography	Science	History	Science	Geography	History
History		**Significant people from History (Florence Nightingale.)** • The lives of significant individuals in the past who have contributed to national and international achievements. • Florence Nightingale.	**Queen Victoria.** • Compare aspects of life in different periods. • Queen Victoria.			**The History of the Beach** • Identify changes in the seaside within living memory.
Geography	**Hot and cold areas of the world.** • Locate and name the seven continents and five oceans. • Physical and human features. • Use a range of maps, globes and atlases.			**Seasonal/Daily weather changes in the UK.** • Identify seasonal and daily weather patterns in the United Kingdom.	**Lancaster** 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 ♣ key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop • 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 • use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment. • 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	

Science	**Animals.** • To identify and name common animals. • To notice that animals have offspring. • Basic needs of animals for survival.	**Human growth.** • To notice that humans have offspring. • To understand the basic needs for human growth and survival.	**Electricity** **Enrichment to the curriculum.**	**Plants** • 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.		**Everyday materials** • 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.
Art and Design	**Penguin collage.** • To use a range of materials creatively to design and make products. • To develop a wide range of art techniques involving pattern and texture.	**Drawing people.** • To use drawing to develop and share ideas and experiences. • To develop a wide range of art and design techniques in using line, shape, form and space.	**Portraits** • To use painting to develop and share their ideas, experiences and imagination. • To learn about a range of artists: Andy Warhol, Vincent Van Gogh, Edvard Munch, Rembrandt		**Sculpture** • To use sculpture to develop and share their ideas, experiences and imagination. • Sculpt an animal mask-clay/Papier Mache	
Design Technology	**Shelters** • Design a purposeful functional product. • Select from and use a range of tools for Cutting and joining. • Evaluate their ideas and products.		**Design a Victorian air freshener.** • 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.	**Food** • To design a purposeful, functional and appealing product for themselves and other users based on a design criterion. (*Related to food*)		**Building structures (Building a pier)** • Exploring how they can be made stronger, stiffer and more stable.
Music	**Animals (Charanga)** **Zootime** • To use their voices expressively and creatively by singing songs and speaking chants and rhymes. • To play tuned and untuned instruments musically.	**Nativity** • To use their voices expressively and creatively by singing songs.	**Great Composers from the Victorian period** • To listen with concentration and understanding to a range of high quality recorded music. • To experiment with, create, select and combine sounds using the inter-related dimensions of music.	**Farm songs** **Jack and the Beanstalk (Charanga)** • To use their voices expressively and creatively by singing songs and speaking chants and rhymes. • To play tuned and untuned instruments musically.	**The National Anthem** • To listen with concentration and understanding to high quality recorded music.	**On the seashore** **(Oceans, seas and rivers – Charanga)** • To experiment with, create, select and combine sounds using the inter-related dimensions of music. • To use their voices expressively and creatively by singing songs and speaking chants and rhymes.
Computing	Unit 1.1 Online Safety & Exploring Purple Mash Unit 2.5 Effective Searching	Unit 2.5 Effective Searching Unit 1.4 Lego Builders	Unit 1.9 Technology Outside of School Unit 1.2 Grouping and Sorting	Unit 1.2 Grouping and Sorting Unit 2.6 Creating Pictures	Unit 1.8 Spreadsheets Unit 1.7 Coding	Unit 1.7 Coding Unit 2.1 Coding