Class 2 Curriculum Cycle A

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

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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.	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. 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	 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 	
<u>Design</u> <u>Technology</u>	 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	<u>Unit 1.8 Spreadsheets</u> <u>Unit 1.7 Coding</u>	Unit 1.7 Coding Unit 2.1 Coding