

Year Group: 2

Term: Autumn 2

Topic: Treasure Island

	2.11.20	9.11.20	16.11.20	23.11.20	30.11.20	7.12.20	14.12.20 Christmas Connections
Sparkly Start	Let's explore the globe like pirates!						
Fabulous Finish							Design and create a pirate ship NC: Understand the reasons for using certain materials. Exit point
English	NARRATIVE The Night Pirates			NON-FICTION Non-chronological report Pirates Links with DT			
Mathematics Use and apply to be fed throughout units	PARTITIONING			SHAPE	MULTIPLICATION & DIVISION		POSITION & DIRECTION
PE Interpretative dance: Pirates NC: perform dances using simple movement patterns.	Use and change direction Understand and perform simple basic travelling skills on feet Explore moving in unison Copy and develop a range of actions Combine actions together into a short movement phrase, creating a simple motif. Observe a partner and give feedback.						
PE Multiskills	Sports Coach						

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Topic	Geography Exploring the World: Continents & Seas North and South Links with Computing - Digital Literacy Links to Maths and Computing: positional and directional language		Science Materials Investigate WATERPROOF. Explore STRETCHINESS Links with DT Links with Computing - Digital Literacy	DT Mechanisms: levers and sliders Pop-up Pirates Links with English	MUSIC Exploring Duration	PSHE Mental Wellbeing	RE Why is Christmas important to Christians?
	<p style="text-align: center;">Locational knowledge</p> <p>NC: Name and locate the world's seven continents and five oceans.</p> <p style="text-align: center;">Human and physical geography</p> <p>NC: Identify the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.</p> <p>NC: Use basic geographical</p>	<p style="text-align: center;">Geographical skills and fieldwork</p> <p>NC: Use world maps, atlases and globes to identify continents and oceans studied at this key stage.</p> <p>NC: 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</p>	<p style="text-align: center;">Uses of everyday materials</p> <p>NC: Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.</p> <p>NC: Find out how the shapes of solid objects made from some materials can be changed by squashing, bending,</p>	<p style="text-align: center;">Technical knowledge</p> <p>NC: Build structures, exploring how they can be made stronger, stiffer and more stable</p> <p>NC: Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p> <p style="text-align: center;">Design</p> <p>NC: Design purposeful, functional, appealing products for themselves and other</p>	<p>NC: Use voices expressively and creatively by singing songs</p> <p>NC: Experiment with, create, select and combine sounds using the inter-related dimensions of music – <i>Duration</i>.</p> <p>NC: Play tuned and untuned instruments musically</p>	<p>To recognise and communicate feelings to others</p> <p>To listen to, reflect on and respect other people's views and feelings</p> <p>To have knowledge of how to deal/cope with different emotions (mindfulness opportunity) Jealous 'Katie Morag and the Tiresome Ted' Frustrated 'The bad tempered Ladybird' Embarrassed Courage Brave'</p>	<p>AT1: Name the different beliefs and practices of Christianity.</p> <p>Retell some of the religious and moral stories from the Bible.</p> <p>Begin to understand what it looks like to be a person of faith.</p> <p>Begin to use key words and vocabulary.</p> <p>AT2: Talk about and find meanings behind different beliefs and practices.</p>

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	<p>vocabulary to refer to key physical features, including: sea, ocean.</p>	<p>and routes on a map. Create an explore the globe Kahoot! quiz.</p>	<p>twisting and stretching. Test which materials are waterproof.</p>	<p>users based on design criteria</p> <p>NC: Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>Make NC: Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</p> <p>Evaluate NC: Explore and evaluate a range of existing products</p> <p>NC: Evaluate ideas and products against design criteria</p>			<p>Suggest meanings of some religious stories. Express own ideas, opinions and talk about their work creatively using a range of different medium.</p>
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