



Dordon Community Primary School

Class plan - Swan 25-26 Cycle A



Movers and Shakers

History

Companions

- Let's Explore the World **Geography**
- Mix It (Y2) **Art and design**
- Still Life **Art and design**
- Remarkable Recipes **Design and technology**
- Human Survival **Science**
- Habitats **Science**

Over arching question

Who is the most significant figure?

Planned term

Autumn

Texts

Man on the Moon (a day in the life of Bob) The day the colours quit

Memorable experience

Studying a local historically significant person - Sir Robert Peel (police)

Innovate challenge

Significant individual presentation

English

Diary entry, story, biography, rhyming poem

Religious education

World views

Geography

Historical landmarks; Significant places

Computing

Online Safety - SMART rules What is IT?

Art and design

Colour theory; Colour wheel; Primary and secondary colours

Design and technology

Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal

History

Historical models; Exploring significance; Local historically significant person; Historical vocabulary; Chronology and timelines; Historically significant artists, activists, explorers, monarchs and scientists; Facts and opinions; Memorials; Significant people – Captain James Cook, Christopher Columbus, Claude Monet, Elizabeth Fry, Emmeline Pankhurst, Florence Nightingale, Henry VIII, Isaac Newton, Joseph Lister, Mahatma Gandhi, Marie Curie, Martin Luther King Jr, Mary Anning, Neil Armstrong, Paul Cezanne, Queen Victoria, Roald Amundsen, Rosa Parks, Vasco da Gama, Vincent van Gogh, William Shakespeare

Mathematics

Block 1: Number – Place value; Block 2: Number – Addition and subtraction; Block 3: Geometry – Shape

Music

Pulse, Rhythm and Pitch Playing in an orchestra.

RSHE

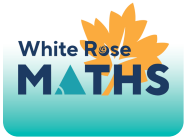
Families and friendships Respect Safe relationships

Science

Human life cycle; Human needs for health and survival; Healthy lifestyle; Bodily hygiene routines; Handwashing investigation; How germs spread; Working scientifically – Identifying and classifying, Observing changes over time, Comparative test, Pattern seeking, Research

Physical education

Fitness and Fundamentals Gymnastics and Yoga



Y2 WRM – Autumn (v3.0) **Mathematics**

Mathematics

Block 1: Number – Place value; Block 2: Number – Addition and subtraction; Block 3: Geometry – Shape



Let's Explore the World **Geography**

Texts

Collins First Atlas - Collins Kids

Innovate challenge

Geographical enquiry

Geography

Using an atlas; Using a compass; Using map keys; Locating the equator, Northern and Southern Hemispheres and North and South Poles; Hot, temperate and cold places; Comparing England to Somalia; Sustainability; Fieldwork



Mix It (Y2) **Art and design**

Innovate challenge

Colour challenge

Art and design

Colour theory; Colour wheel; Primary and secondary colours



Still Life **Art and design**

Innovate challenge

Still life artists

Art and design

Still life; Colour study; Compositions



Remarkable Recipes **Design and technology**

Memorable experience

Exploring where food comes from

Innovate challenge

Making a new school meal

Design and technology

Sources of food; Kitchen tools; Reading recipes; Hygiene rules; Making a school meal



Human Survival **Science**

Innovate challenge

Let's investigate focus: Reporting and concluding

Science

Human life cycle; Human needs for health and survival; Healthy lifestyle; Bodily hygiene routines; Handwashing investigation; How germs spread; Working scientifically – Identifying and classifying, Observing changes over time, Comparative test, Pattern seeking, Research



Habitats

Science

Innovate challenge

Let's investigate focus: Reporting and concluding

Science

Exploring habitats; Living and non-living things; Identifying plants and animals in a habitat; Animal shelter and food; Food chains; Animal adaptations; Camouflage investigation; Plant adaptations; Working scientifically – Identifying and classifying, Research, Pattern seeking



Y2 Computing

Computing

Computing

Staying safe online; Algorithms; Programming and debugging; Using data; Using computers



Coastline

Geography

Companions

- Beach Hut

Design and technology
- Flower Head

Art and design
- Uses of Materials

Science
- Plant Survival

Science

Over arching question

Spring

Texts

Katie Morag and the Ise of Struay The Secret of Black Rock

Memorable experience

Coastal visit - Weston Super Mare

Innovate challenge

My coastal town

English

Descriptions; Adventure narratives; Non-chronological reports; Information leaflet

Geography

Maps, globes and atlases; World seas and oceans; Human and physical features; Locational language; Compass directions; Physical processes – erosion; Changes over time; Tourism

Computing

Computing systems and networks - IT around us / programming A and B algorithms and quizzes

Art and design

Materials and techniques

History

Jobs in the past; Significant people – Captain Cook

Music

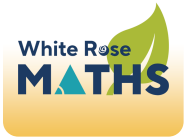
Sea shanties

RSHE

Special people; Staying safe; Strengths and goals

Physical education

Target games / Sending and receiving / Ball skills



Y2 WRM – Spring (v3.0) **Mathematics**

Mathematics

Block 1: Measurement – Money; Block 2: Number – Multiplication and division; Block 3: Measurement – Length and height; Block 4: Measurement – Mass, capacity and temperature



Beach Hut **Design and technology**

Memorable experience

Investigating beach huts

Innovate challenge

Making a beach hut

Design and technology

Structures – strengthening and joining



Flower Head **Art and design**

Memorable experience

Flowers and flower art

Innovate challenge

Creating flower sculptures

Art and design

Analysing artwork; Exploring visual elements – colour, shape, form, texture and pattern; Significant artist – Yayoi Kusama; Drawing; Printmaking; 3-D forms



Uses of Materials **Science**

Innovate challenge

Let's investigate focus: Asking and answering questions

Science

Identifying materials and their properties; Shaping materials; Uses of materials; Linking properties to use; Sustainability and recycling; Working scientifically – Identifying and classifying, Pattern seeking, Comparative tests, Research



Plant Survival **Science**

Texts

The Tiny Seed - Eric Carle

Innovate challenge

Let's investigate focus: Observing, measuring and recording

Science

Plant parts; Seasonal changes in plants; Investigating germination; Investigating plant growth; Unusual plants; Working scientifically – Observing changes over time, Identifying and classifying, Pattern seeking, Comparative test, Research



Magnificent Monarchs

History

Companions

- Portraits and Poses (Art and design)
- Animal Survival (Science)
- Cut, Stitch and Join (Design and technology)
- Push and Pull (Design and technology)

Over arching question

Who was the most magnificent monarch?

Planned term

Summer

Texts

Queen Victoria's Bathing Machine The King Who Banned the Dark Diary of a Killer Cat

Memorable experience

English and British monarchy timeline Trip to Tamworth Castle.

Innovate challenge

Magnificent Monarchs board game

English

Diary entry; Kennings poems; narrative, non-chronological report

Geography

Significant places – royal residences

Computing

Creating media, digital photography, digital music. Data and information - pictograms.

History

Historical vocabulary; Historical periods; Timelines; Power and rule; Historical artefacts; Significant people - Alfred the Great, William the Conqueror; Henry VIII, Elizabeth I, Queen Victoria, Elizabeth II; Bayeux tapestry; Feudal system; Actions and impact; Historical models

Physical education

Dance / Invasion / Net and Wall / Athletics

Y2 WRM – Summer (v3.0)

Mathematics

Mathematics

Block 1: Number – Fractions; Block 2: Measurement – Time; Block 3: Statistics; Block 4: Geometry – Position and direction



Cut, Stitch and Join

Design and technology

Memorable experience

Everyday fabric products Make Bag Tags.

Innovate challenge

Designing and making a bag tag

Design and technology

Everyday fabric products; Significant designer – Cath Kidston; Sewing patterns; Running stitch; Adding embellishments; Designing and making a bag tag



Push and Pull

Design and technology

Memorable experience

Machines and mechanisms

Innovate challenge

Designing and making a moving greetings card

Design and technology

Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts

Machines and mechanisms; Sliders, levers and linkages; Designing and making greetings cards with moving parts