



**Year Group: 2**

**Term: January 2019**

### School Theme

Humanities

### Essential Question

Was Christopher Columbus a pirate or pioneer?

### Authentic Outcome

Aspirations tree/KS1 party

### Trips, Experiences & Making Community Links

Maritime Museum/RNLI visit/Royal Navy or modern day explorer visit

### Mini Outcomes

1. History fact file/Geography mapping
2. Art paintings and DT model making
3. Y1/2 money raising dress up celebration (chn pay to nominate staff)

### RE Curriculum Topics & Additional Links

Books

Thanks giving

Opportunities

### Immersive Environment

Galleon/ship theme

### Technology

Beebots?

WOW room

Ipads/laptops- individual research

4D printer

## Outcomes for this Term/National Curriculum Links and Coverage

Maths	English	REAL Project	RE	Other Subjects
<p><b>Maths Mastery</b></p> <p><b>Multiplication and Division</b></p> <ul style="list-style-type: none"> <li>Use the multiplication symbol</li> <li>Identify that multiplication is commutative</li> <li>Use the division symbol when sharing</li> <li>Use the division symbol when grouping</li> <li>Explore representations of division problems</li> <li>Find related multiplication and division facts</li> <li>Calculate multiplications of two by skip counting</li> <li>Explore representations of multiplication problems</li> <li>Relate multiplying by two to doubling</li> <li>Calculate multiplications of five by skip counting</li> <li>Calculate multiplications of ten by skip counting</li> <li>Spot patterns in the 2, 5 and 10 multiplication tables</li> <li>Solve multiplication and division problems</li> </ul> <p><b>Time</b></p> <ul style="list-style-type: none"> <li>To know the number of hours in one day</li> <li>To know that there are 60 minutes in one hour</li> <li>To be able to tell the time quarter past on an analogue clock</li> <li>To be able to tell the time quarter to on an analogue clock</li> <li>To be able to tell the time on an analogue clock with five minute intervals</li> <li>To be able to sequence daily events</li> <li>To calculate durations of time in minutes</li> <li>To calculate durations of time in minutes and hours</li> </ul> <p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>Relate halves and quarters to division</li> <li>Identify the parts of a fraction</li> <li>Identify half of a shape</li> <li>Find halves, thirds and quarters of shape</li> <li>Identify fractions of shape with different numerators</li> <li>Identify unit fractions of quantity</li> <li>Identify unit fractions of quantity and shape</li> <li>Identify non unit fractions of quantity and shape</li> </ul>	<ul style="list-style-type: none"> <li>Information text – pirates/pioneers factfile</li> <li>Description (setting- Grandad’s Island)</li> <li>Biography – Christopher Columbus</li> <li>Narrative – Bubbles</li> </ul>	<p><b>History</b></p> <ul style="list-style-type: none"> <li>Events beyond living memory that are significant globally (Christopher Columbus discovering other lands)</li> <li>The lives of significant individuals in the past who have contributed to international achievements (Christopher Columbus)</li> <li>Compare modern day explorer (aspects of life in different periods)</li> </ul> <p><b>Geography</b></p> <ul style="list-style-type: none"> <li>Use simple compass directions to describe the location of features and routes on a map</li> <li>Devise a simple map and use and construct basic symbols in a key</li> </ul> <p><b>Art/DT</b></p> <ul style="list-style-type: none"> <li>Experiment with tools and techniques</li> <li>Work on different scales</li> <li>Print with a range of hard and soft materials (sponge, corks etc)</li> <li>Experiment with constructing and joining materials</li> <li>Collage- creating images with a variety of materials</li> <li>Look/compare a range of seascape artists</li> <li>Generate, develop , model and communicate their ideas through talking, drawing templates</li> <li>Select from and use a range of tools and equipment (including construction) to perform practical tasks</li> <li>Evaluate their ideas against design criteria</li> <li>Explore and use mechanisms</li> </ul>	<p>Local Church- Community (Books)</p> <p>Eucharist- Relating (Thanksgiving)</p> <p>Lent/Easter- Giving (opportunities)</p> <p>Links: Aspirations/ jobs in community/ thankful for pioneers we’ve had</p>	<p><b>Science</b></p> <ul style="list-style-type: none"> <li><b>Materials</b> identify and compare the suitability of a variety of everyday materials for different uses</li> <li>find out how the shapes of solid materials can be changed by squashing/ bending etc</li> </ul> <p><b>Music</b> Charanga- pirate song to perform at ‘Aspirations’ Final Outcome</p> <p><b>Computing – Purple Mash (with Paul)</b> Unit 2.1 Coding (5 weeks) Unit 2.2 Online Safety (2 weeks) Unit 2.4 Questioning (5 weeks)</p> <p><b>Spanish – with Spanish teacher</b></p> <p><b>PE</b></p> <ul style="list-style-type: none"> <li>Mr Seddon/ Athletics (extra lesson)</li> </ul>

- Identify equivalent fractions

**Addition and Subtraction (regrouping and adjusting)**

- Use the Make ten strategy to add ones
- Regroup when adding
- Use the Make ten strategy to subtract ones
- Regroup when subtracting
- Solve addition and subtraction word problems
- Use the Round and adjust strategy to add
- Use the Round and adjust strategy to subtract
- Add near doubles

**Money**

- To recognise coins and use the symbol for pence accurately
- To recognise coins and notes and use the symbol for pounds accurately
- To add money within the same unit
- To match a combination of coins to make the same amount of money
- To combine amounts of money
- To add and subtract money within the same unit
- To be able to find out how much change would be given
- To be able to solve problems relating to money

**Faces, shapes and patterns; lines and turns**

- Identify shapes by the number of vertices and sides
- Identify right angles in shapes
- Recognise lines of symmetry within 2D shapes
- Describe and sort 2D shapes according to their properties
- Name and describe
- Identify 2D shapes on the surfaces of 3D shapes
- Describe and create shape patterns
- Compare and sort 2D and 3D shapes
- Describe the position of an object
- Give directions from point A to point B
- Use the language of rotation
- Make predictions about rotation
- Identify how a pattern has been created through rotation
- Follow a route around a map