

Year 2 Curriculum Links Spring 2

Once upon a time...



Enrichment:

Theatre Group

Immersion:

Role Play re-enacting crime scene from a fairy tale linked to reading comprehension

English

- Biography – Walt Disney or Hans Christen Anderson
- Model and create story map for own fairy tale mixing up the aspects from well-known tales
- Orally retell a fairy tale and change characters perspective
- Jack and the beanstalk – character study, write the Jack and the Beanstalk story from a different perspective. For example, pretend you are the giant, and you're lonely up in the clouds: you don't want to eat Jack, you want to befriend him!
- Create comic strips to demonstrate speech and action in chosen fairy tale
- Robin Hood – reading comprehension
- Elves and the Shoe maker – Describe magic shoes, write a thank you letter from the elves
- Cinderella – Explore narrative
- Police Interview characters from fairy tales – Big bad wolf, giant or Jack
- Design a wanted poster to capture an escaped fairy tale villain
- Role play and hot seat key characters
- Describe settings suitable for a fairy-tale exploring the forest school
- Three little pigs news report – modern twist on a traditional tale – Literacy Shed
- Investigate a fictional 'crime' linked to traditional tales in classroom, make notes about any evidence deucing and inferring knowledge from a book.
- Letter – Write a letter to the imprisoned villain discussing their actions etc.

Mathematics

- More or less signs – Length of Jack's beanstalk
- Compare and order lengths - Measure feet size of children in the class – linked to Elves and the shoemaker
- Data Handling – carry out investigation of classes favourite fairy tale and display results in a pictograph
- Shape, space and measure – fairy tale houses – identify 2d shapes that they are constructed of and their properties including lines of symmetry.
- Construct own fairy-tale houses from 2d and 3d shapes
- Problem solving – Sharing money linked to Robin Hood stealing from the rich to give to the poor
- Maths Fairy tale story problems – linked to English subtracting and adding values
- Math Concepts: Patterns, Addition, Multiplication (or repeated addition) linked to fairy tales
- Shape & space – position and direction - Take children on an imaginary journey through a fairy door in the classroom and arrive in their new land. Discuss how can get to forest create a map linked to coordinates, how can get to castle etc. model with plastic animals – your horse etc.

Geography

Locational knowledge

- Name and locate the world's seven continents and five oceans
- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas

Place knowledge

- Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country

Human and physical geography

- Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles
- 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

Geographical skills and fieldwork

- Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage
- 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 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
- 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.

Art & Design

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

PE

- Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- Participate in team games, developing simple tactics for attacking and defending
- Perform dances using simple movement patterns.

SMSC

- Social – Robin Hood stealing from the rich to feed the poor?
- Moral – Fairy tale link – was Jack right to take the giants things?
- Spiritual – Easter celebrations
- Cultural – Easter celebrations in the UK and School

RE

- Theme: Easter – resurrection
Key Question: How important is it to Christians that Jesus came back to life after his crucifixion?
Religion: Christianity

Science

Living things and their habitats

- Explore and compare the differences between things that are living, dead, and things that have never been alive.
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other
- Identify and name a variety of plants and animals in their habitats, including micro-habitats
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Plants

- Observe and describe how seeds and bulbs grow into mature plants.
- Find out and describe how plants need water, light and suitable temperature to grow and stay healthy.

Animals including Humans

- Notice that animals, including humans, have offspring which grow into adults
Find out about and describe the basic needs of animals, including humans, for survival (water, food and air)
- Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

Use of everyday materials

- 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 shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

Music

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes
- Play tuned and untuned instruments musically
- Listen with concentration and understanding to a range of high-quality live and recorded music
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.

DT

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria

Technical knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Cooking & Nutrition

- use the basic principles of a healthy and varied diet to prepare dishes
- Understand where food comes from.

History

- Changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life
- Events beyond living memory that are significant nationally or globally [for example, the Great Fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries]
- The lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods [for example, Elizabeth I and Queen Victoria, Christopher Columbus and Neil Armstrong, William Caxton and Tim Berners-Lee, Pieter Bruegel the Elder and LS Lowry, Rosa Parks and Emily Davison, Mary Seacole and/or Florence Nightingale and Edith Cavell]
- Significant historical events, people and places in their own locality.

Computing

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.