



# St Mary's Catholic Primary School



2021-22

	Autumn	Spring	Summer 1
<h1>Y2</h1>	 <b>London's Burning</b> (History)	 <b>Indian Spice</b> (Geography)	 <b>Pioneers</b> (History)
<b>Deep Question</b>	<b>Does the past change the present?</b>  Were things better in the past? What does the past teach us about today? How will our actions change the future?	<b>What makes a home?</b>  Who is my neighbour?	<b>How has the past impacted people's lives today?</b>  Was life easier or harder in the olden days?
<b>Catholic Social Teaching</b>	Dignity of the Human Person	Option for poor and vulnerable	Stewardship
<b>Core Texts</b>	Toby and the Great Fire of London by Margaret Nash  The Baker's Boy and the Great Fire of London by Tom and Tony Bradman	The Tiger Child by Joanna Troughton Rama and the Demon King by Jessica Souhami	The Man on the Moon by Simon Bartram Dougal's Deep Sea Diary by Simon Bartram Biographies about famous pioneers and inventors
<b>Launch</b>	Visit to the fire station? Visit from the fire station people? Visit from a fire engine?	Indian chef visit with authentic Indian food for children to taste.	Go to the Planetarium at the Thinktank. Go to Cadbury World – local history/pioneers



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<p><b>Celebrate</b></p>	<p>Burn miniature houses built in DT, designed with materials knowledge from science.</p>	<p>Sharing afternoon with Y4 World Kitchen topic – Indian culture.</p>	<p>Teach EYFS/Y1 about pioneers with their wheeled vehicle</p>
<p><b>English</b></p>	<p>Stories with Historical Settings Non-Chronological Reports Poems on a Theme Letters to/from Characters - advent Instructions</p>	<p>Stories from another culture; Non-chronological report; Animal adventure stories; Persuasion; Classic poetry. Riddles</p>	<p>Stories as a theme; Adventure Stories Explanation texts Letters Report writing Newspapers;</p>
<p><b>Maths</b></p>	<p><b>Number and Place Value</b> – read and write numbers to at least 100, recognise place value of digit in a two-digit number, count in steps of 2, 3 and 5 forwards and backwards <b>Measurement (length and mass)</b> – Estimate and measure length/height using rulers and mass using scales, compare and order results <b>Addition and Subtraction</b> - Show that addition is commutative and subtraction is not, recall and use addition and subtraction facts to 20 fluently and related facts up to 100, add and subtract: a two-digit number and ones; a two-digit number and tens; two two-digit numbers and three one-digit numbers, recognize inverse relationship between addition and subtraction <b>Shape</b> – Identify lines of symmetry on 2D shapes, identify 2D shapes on 3D shapes, compare and sort 2D and 3D shapes <b>Counting, multiplication and sorting</b> – understand multiplication as repeated addition, show that multiplication can be done in any order but division cannot <b>Statistics</b> - Interpret and construct simple pictograms, tally charts, block diagrams and simple tables. <b>Fractions/Measurement</b> (capacity and volume) - understand and use the terms numerator and</p>	<p><b>Number, Place Value and Measures</b> - recognise the place value of each digit in a two-digit number (tens, ones), identify, represent and estimate numbers using different representations, including the number line, compare and order numbers from 0 up to 100; use &lt;, &gt; and = signs. <b>Measurement (mass)</b> - choose and use appropriate standard units to estimate and measure mass <b>Shape</b> - Identify lines of symmetry on 2D shapes, identify 2D shapes on 3D shapes, identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces., compare and sort 2D and 3D shapes <b>Counting and Money</b> - Add and subtract money of the same unit, including giving change. Solve simple problems in a practical context involving addition and subtraction of money. <b>Multiplication and Division</b> - Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers, understand the connection between the 10 times table and place value, solve problems <b>Measurement (length, height, mass/weight)</b> - choose and use appropriate standard units to estimate and measure, compare and order <b>Mental addition and subtraction</b> - apply increasing knowledge of mental and written methods. <b>Fractions</b> – recognise, find, name and write fractions <math>\frac{1}{3}</math>, <math>\frac{1}{4}</math>, <math>\frac{2}{4}</math> and <math>\frac{3}{4}</math>. <b>Position and Direction</b> - order and arrange combinations of mathematical objects in patterns and sequences, use mathematical vocabulary e.g. quarter turn etc.</p>	<p><b>Number, Place Value and Statistics</b> - Round numbers to at least 100 to the nearest 10, use place value and number facts to solve problems. <b>Addition and Subtraction</b> – solve problems with addition and subtraction <b>Measurement (capacity/volume and temperature)</b> - choose and use appropriate standard units to estimate and measure capacity and volume, compare and order volume/capacity, choose and use appropriate standard units to estimate and measure temperature to the nearest degree (<math>^{\circ}\text{C}</math>) using thermometers. <b>Fractions</b> – count of and back in steps of <math>\frac{1}{2}</math> and <math>\frac{1}{4}</math>. <b>Position, Direction and Time</b> - describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise). <b>Shape</b> - Identify lines of symmetry on 2D shapes, identify 2D shapes on 3D shapes, identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces., compare and sort 2D and 3D shapes <b>Time</b> - Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.</p>



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	<p>denominator, understand that a fraction can describe part of a set.</p> <p><b>Money</b> - recognise and use symbols for pounds (£) and pence (p), combine amounts to make a particular value., find different combinations of coins that equal the same amounts of money.</p> <p><b>Time</b> - Tell and write the time to five minutes, including quarter past/to the hour and draw the hands on a clock face to show these times.</p>	<p><b>Time</b> - Know the number of minutes in an hour and the number of hours in a day, compare and sequence intervals of time.</p>	<p><b>Multiplication and Division</b> - understand multiplication as repeated addition, understand division as sharing and grouping.</p> <p><b>Statistics (including finding the difference)</b> - Ask and answer questions about totalling and comparing categorical data.</p> <p><b>Measurement</b> – estimate, measure, compare and order</p> <p><b>Sorting</b> - compare and sort common 2-D and 3-D shapes and everyday objects, compare and sort numbers according to their properties.</p>			
<b>Science</b>	<p><b>Materials</b> 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>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</p>	<p><b>Living Thing and Their Habitats</b> Explore and compare the differences between things that are living, dead, and things that have never been alive.</p> <p>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.</p> <p>Identify and name a variety of plants and animals in their habitats, including micro-habitats.</p> <p>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.</p>	<p><b>Animals including humans</b> Notice that animals, including humans, have offspring which grow into adults.</p> <p>Find out about and describe the basic needs of animals, including humans, for survival (water, food and air).</p> <p>Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.</p> <p><b>Plants</b> Observe and describe how seeds and bulbs grow into mature plants.</p> <p>Find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p>			
<b>Art</b>	<p><b>Self- portrait</b> Warhol Felt tips. Learning about the life and work of Andy</p>	<p><b>Mondrian:</b> felt tips and collage. Learning about the life and work of Piet Mondrian.</p>	<p><b>Warm and cold colours</b> <b>Mehndi.</b> Learning about Indian arts and patterns.</p>	<p><b>3D:</b> Boat on water paper folding. Making origami.</p>	<p><b>Picasso:</b> “le coq” wax crayons. Learning about the life and work of Pablo Picasso.</p>	<p><b>Van Gogh:</b> Sun flowers water colours. Learning about the life and work of Vincent Van Gogh.</p>



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	Warhol.	Understanding primary and secondary colours. Improving on fine skills motors and scissors skills.	Learning about warm and cold colours. Using felt tips. Creating patterns.	Creating coloured paper with paint using salt for special effect. Fine motor skills and scissors skills.	Using wax crayon to reproduce one of Picasso's artwork.	Studying and reproducing one of Van Gogh's painting using watercolour. Evaluating the work.
<b>Computing</b>	<p><b><u>We Are Astronauts (Programming on Screen)</u></b> This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• Have a clear understanding of algorithms as sequences of instructions.</li> <li>• Convert simple algorithms to programs.</li> <li>• Predict what a simple program will do.</li> <li>• Spot and fix (debug</li> </ul> <p><b><u>We Are Games Testers (Exploring How Computer Games Work)</u></b> This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• Describe carefully what happens in computer games.</li> <li>• Use logical reasoning to make predictions of what a program will do.</li> <li>• Test these predictions.</li> <li>• Think critically about computer games and their use.</li> <li>• Be aware of how to use games safely and in balance with other activities.</li> </ul>		<p><b><u>We Are Photographers (Taking Better Photos)</u></b> This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• Consider the technical and artistic merits of photographs.</li> <li>• Use a digital camera or camera app.</li> <li>• Take digital photographs.</li> <li>• Review and reject or rate the images they take.</li> <li>• Edit and enhance their photographs.</li> <li>• Select their best images to include in a shared portfolio.</li> </ul> <p><b><u>We Are Researchers (Researching a Topic)</u></b> This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• Develop collaboration skills through working as part of a group.</li> <li>• Develop research skills through searching for information on the internet.</li> <li>• Improve note-taking skills through the use of mind mapping.</li> <li>• Develop presentation skills through creating and delivering a short multimedia presentation.</li> </ul>		<p><b><u>We Are Detectives (Collecting Clues)</u></b> This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• Understand that email can be used to communicate.</li> <li>• Develop skills in opening, composing and sending emails.</li> <li>• Gain skills in opening and listening to audio files on the computer.</li> <li>• Use appropriate language in emails.</li> <li>• Develop skills in editing and formatting text in emails.</li> <li>• Be aware of online safety issues when using email.</li> </ul> <p><b><u>We Are Zoologists (Collecting Data about Bugs)</u></b> This unit will enable the children to:</p> <ul style="list-style-type: none"> <li>• Sort and classify a group of items by answering questions.</li> <li>• Collect data using tick charts or tally charts.</li> <li>• Use simple charting software to produce pictograms and other basic charts.</li> <li>• Take, edit and enhance photographs.</li> <li>• Record information on a digital map.</li> </ul>	



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<b>DT</b>	Designing, building, and burning houses  Designing, making and evaluating bread.	Design an appealing product for themselves and others. Pop up books.	Making a wheeled vehicle; research wheels and axes.
<b>Geography</b>	Seven continents, five oceans, know that UK is in Europe.  Locate the countries and capital cities (including London) of the UK on a map.	Understand the human and physical geographical features of India – place names, landmarks, locating cities, language, climate, wildlife.  Understand geographical similarities and differences between small area of UK (Birmingham) and small area of India.	Map skills - use aerial images and plan perspectives to recognize landmarks and basic physical features and include a key.
<b>History</b>	Use a variety of sources to timeline the events and understand the key people of GFOL.  Make informed judgements about what happened.  Understand impact of GFOL on modern life.	Indian history, dress, food, culture, relationship with UK	Lives of significant individuals: <ul style="list-style-type: none"> <li>• Neil Armstrong</li> <li>• Harriet Tubman</li> <li>• Amelia Earhart</li> <li>• Ruby Bridges</li> <li>• Florence Nightingale</li> <li>• Etc</li> </ul> Significant historical events, people, and places in their own locality – history of Cadbury
<b>Music</b>	Hands Feet Heart Ho Ho Ho	I Wanna Play In A band Zootime	Friendship song Reflect, rewind, replay
<b>MfL</b>	French  Transport Counting to 16 Masculine and feminine	French  Objects Adjectives	French  Animals revision Colours revision Counting to 20
<b>PE</b>	Dodging 1 Games For Understanding	Gymnastics: Linking Pathways Ball Skills: <ul style="list-style-type: none"> <li>- Feet 1</li> <li>- Hands 1</li> <li>- Hands 2</li> </ul>	Swimming



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<b>RE</b>	A. Old Testament: Stories and Prayers F. Special Celebrations E. Parables and Miracles C. Advent	D. Christmas B. Sharing in Jesus the Life of G. Lent H. Holy Week	I. Easter K: Our Church J. Pentecost L. The Mass.
<b>Additional learning</b>			
<b>Additional Learning</b>  National Railway Project (STEM)- TBC	<p style="text-align: center;"><b><u>Autumn</u></b></p> Mental Health Week Anti-Bullying Week National Poetry Day Roald Dahl Day Inspire Workshop	<p style="text-align: center;"><b><u>Spring</u></b></p> National Geography Music Week E-Safety Day	<p style="text-align: center;"><b><u>Summer</u></b></p> Health and Fitness Week Money Week