

Greenwood Primary – Medium Term Planning

Year Group 2

Term 2018 Spring 1st half term

Topic: Materials

	Week 1 1/1/17	Week 2 8/1/17	Week 3 15/1/17	Week 4 22/1/17	Week 5 29/1/17	Week 6 5/2/17
Maths	<p>Calculation Recap add and subtraction</p> <p>Introduction to Number talk</p>	<p>Multiplication and Arrays</p> <p>Investigations: multiplication word problems</p>	<p>Multiplication</p> <p>Investigations: Jaspers beanstalk (rules and patterns)</p>	<p>Division</p> <p>Weight</p> <p>Investigations: squashed sheep (visual puzzles)</p>	<p>Mid term assessments</p> <p>Division</p> <p>Investigation: Red Packets (possibilities)</p>	<p>Fractions</p> <p>Co ordinates</p> <p>Investigation:</p>
English	<p>Holiday news and resolutions.</p> <p>“Reading is Thinking” Recap strategies for Guided Reading</p>	<p>Comparing fiction and non fiction. Discussing common features.</p> <p>Non chronological report about animals- structure and features of a report</p>	<p>Non chronological report about birds- Following the structure of non- chronological report writing</p>	<p>Explanation texts: What is a bird feeder and how do bird feeders work?</p>	<p>BIG WRITE Instructions: how to make a bird feeder</p> <p>Understand the different sections of instructions. What you need, etc.</p>	<p>Wallace and Gromit</p> <p>Create instructions for unknown objects</p>
Science			<p>Materials Uses of everyday materials <i>Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses</i></p>	<p>Materials Uses of everyday materials <i>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching</i></p>	<p>Materials Uses of everyday materials <i>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching</i></p>	
ICT						Tinkerball inventions

Art & Design		Introduce Warhol art and compare with Divinchi <i>NC about the work of a range of artists,</i>		Bird art- Dean Crouser <i>NC: about the work of a range of artists, making links to their own work.</i>		Chinese new year craft
D&T				Plan a bird feeder -materials, changes to materials - construction instructions	Invent a bird feeder <i>NC- generate, develop, model and communicate their ideas through talking, drawing, templates, mock ups and, where appropriate, information and communication technology</i>	Evaluated own invention-pencil <i>NC: evaluate their ideas and products against design criteria</i>
History		Introduction to famous inventions and inventors	Timeline of significant inventions in the last century <i>NC- events beyond living memory that are significant nationally or globally</i>			LOCAL INVENTOR: Trevor Baylis inventor to the wind up radio from Ealing. <i>NC - significant historical events, people and places in their own locality.</i>
Geography	Next term: Geography focus					
Music	Ongoing development of singing voice and rhythm skills, existing repertoire. Grandma Rap in canon.	Introduce curricular songs linked to 'Inventions' topic.	Revise and continue with cross-curricular songs linked to 'Inventions' topic.	Introduce 'The Green Machine' song. VAK actions to the sounds the machine makes.	Children represent the sounds of 'The Green Machine' on percussion instruments.	All inventions songs.
PHSE	Going for goals – setting targets	Explore needs and wants	Explore needs and wants	PANTs 1	PANTs 2	Understand life in different countries

PE	Real PE Gymnastic	Real PE Gymnastic	Real PE Gymnastic	Real PE Gymnastic	Real PE Gymnastic	Real PE Gymnastic
RE		The people of religion Christianity – Jesus	The people of religion Muslim – Muhammed		The people of religion Jewish – Moses	The people of religion Sikhism -

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Year Group 2

Term 2018 Spring 2nd half term

Topic: Home and away

Week beginning	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Maths	<p>ADDITION</p> <p>Carroll diagrams</p> <p>Investigations: treasure hunt (logic)</p>	<p>SUBTRACTION</p> <p>Venn diagrams</p> <p>Investigations: Stuck on the roof (rules and patterns)</p>	<p>Balancing equations</p> <p>Time: Read time to half past and quarter past</p> <p>Investigation: A walk in the woods (possibilities)</p>	<p>Mental maths skills</p> <p>Positional language</p> <p>Investigations: Mrs Muddle (visual puzzles)</p>	<p>Mental maths skills</p> <p>Directional language</p> <p>Investigations: Boats (finding possibilities)</p>	<p>Revision week skills</p>
English	<p>Comparing / identifying features of a book.</p>	<p>Author – Roger Hargreaves and questions about stories</p>	<p>Features of stories, characteristics and comparing books</p>	<p>Character's thoughts and feelings using the text</p> <p>Connective: who, while, when</p>	<p>New stories for known characters</p>	<p>Magic star?</p> <p>Suffix ness and ment</p>
Science	<p>Materials of a house</p> <p><i>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</i></p>	<p>ASSESSED SCIENCE</p> <p>Testing materials of a house for their purposes.</p> <p><i>NC- performing simple tests find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching</i></p>		<p>Compare and contrast Habitats of animals near and far.</p> <p><i>NC- identify and name a variety of plants and animals in their habitats, including microhabitats</i></p>		<p>Habitats in the rainforest.</p> <p><i>NC- identifying and classifying</i></p>
ICT					<p>Understand programming language and creating an algorithm</p> <p><i>NC-</i></p>	<p>Beebots programming</p> <p><i>NC- create and debug simple programs</i></p>

					<i>understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</i>	<i>use logical reasoning to predict the behaviour of simple programs</i>
Art & Design		Mother's day card		Create a rainforest frog.		Easter craft
D&T			Identify effective materials to build a house. Create a paper model of a house. <i>NC - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups</i>			
History		How Northolt has changed.				
Geography	Name UK countries <i>NC- name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas</i>	<i>NC- understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom,</i> <i>History NC - changes within living memory. Where appropriate these should be used to reveal aspects of change in national life</i>	Draw a school map <i>NC - 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.</i>	Identify where the rainforest is and how it works as an ecosystem	Compare and contrast Northolt with an amazon village <i>NC - 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</i>	
Music	Ongoing	Vocal ostinato for building sounds	Transfer vocal	Rainforest	Make the sounds	Spring/Easter songs

	development of vocal and rhythm skills 'Building a house song'	eg. hammering, sawing etc 4 layers	ostinato onto instruments	songs eg. Layers in the rainforest, Ants go marching etc	of a rainforest storm using body percussion	Eg. Easter time, Hot cross buns, Spring Chicken, Birdie Dance
PHSE	Explore how life is different around the world	Understand what personal information is	Who to trust online	How to keep safe around fire hazards	Risks associated with fire	Circle time
PE	Football skills Gymnastic	Football skills Gymnastic	Football skills Gymnastic	Football skills Gymnastic	Football skills Gymnastic	Football skills Gymnastic
RE	Religious buildings Christianity – church/cathedral	Religious buildings Muslim – Mosque	Religious buildings Buddhism – monastery			