



Longships Class - Year 1 and Year 2

Autumn Term **Science**– Seasonal changes. Animals including humans. Living things and their habitats. **History**– How has technology changed in the last 60 years? **Geography**– Comparison of where we live to a town in Mexico. **Music**– Under the sea– musical vocabulary. Timbre and rhythmic patterns. **Computing**– IT all around us. Programming robots and algorithms. **Art**– Drawing, exploring line. **Design technology** – Mechanisms—pivots, levers and linkages.

WOW DAY: A visit to the Eden Project

SHOWCASE DAY: Open afternoons for parents.

Science - Animals, including humans.

Seasonal changes. Working scientifically.

•Seasonal changes

•observe changes across the four seasons •observe and describe weather associated with the seasons and how day length varies.

Working scientifically

asking simple questions and recognising that they can be answered in different ways • observing closely, using simple equipment • performing simple tests • identifying and classifying • using their observations and ideas to suggest answers to questions • gathering and recording data to help in answering questions

Animals including humans

identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals • identify and name a variety of common animals that are carnivores, herbivores and omnivores • describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets) • identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.

Music—Musical Vocabulary. Timbre and rhythmic patterns.

Under the sea

Exploring pulse, tempo, dynamics, timbre, pitch, rhythm, texture, structure and associated vocab.

Timbre and rhythmic patterns

Exploring these in the musical performance of fairy-tales.

P.S.H.E.

Children will look at, discuss and explore the following themes and what they mean for them :

Forest survival, Happiness, Its ok not to be ok.

Feeling sad, Dealing with Loss, Personal Goal Setting

History— Changes in technology

Understanding how we can learn about the past.

Exploring how technology has changed our lives-how we write, talk, work and are entertained.

Learning about a significant inventor in the history of technology– Tim Berners-Lee.

Geography– On top of the world– comparison to Mexican town.

Using world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans of the world.

Understanding 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 (Tulum, Mexico).

Religious Education

What is the good news Jesus brings?

Exploring bible stories of the New Testament and understanding their illustration of the good news of love, peace, forgiveness, eternal life. Relating the teaching of Jesus to how Christians try to live their lives, and whether it has meaning for non-believers.

How should we care for the world and for others and why does it matter?

Exploring the importance of caring for others and for the natural world.

Why does Christmas matter to Christians?

Being able to tell the story of the incarnation and understand how it guides Christian Christmas celebrations. Thinking about the relevance of Christmas for non-Christians.

Class texts– The Very Hungry Caterpillar, Mad About Minibeasts, Peepo, The Tiger Who Came to Tea, Off we go to Mexico, The Crayons Christmas .

Art– Drawing

Exploring line through mark making. Using different media to draw and colour. Producing an observational drawing.

Design Technology—Mechanisms

Moving monsters– Investigating levers, pivots and linkages in everyday mechanisms. Designing and making a moving monster.

Computing - Technology all around us. Programming a robot.

Understanding importance of technology in our lives. Developing mouse and keyboard skills. Using a computer responsibly.

Learning how to program a robot. Introduction to algorithms.

Physical Education

Real PE- Y2 Unit 1 Co-ordination-footwork. Static balance– one leg. Unit 2– Jumping and landing. Seated balance.

Orienteering. Real gym Y2 Unit 1 balance and travel.

