Long Term Curriculum Plan: Year 2

Raysfield Primary
Know myself. Respond to my world. Connect with my community.

What happens to our plastic?



Core Text: *Somebody Swallowed Stanley*

Project Outcome: Create a campaign for improving recycling at Raysfield

English: Retelling story & information poster
Maths: Place value. Addition and subtraction
Science: Identify and compare the uses of everyday materials.
Geography: Name and locate the world's continents and oceans. Understand the impact plastic pollution can have on animals (terrestrial and marine).
History: Understand differences in the materials used for packaging over the past hundred years.
Computing: Use photography to create a recycling poster for the school.
PSHE: Being me in my world.
PE: Team games / gym: balance & co-ordination.
RE: Reflect on the question, 'how should we care for others and the world, and why does it matter?'

How did London change after the Great Fire of 1666?

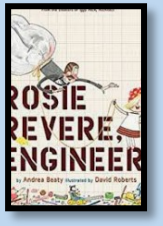


Core Text: *Vlad and the Great Fire of London*

Project Outcome: Learn how to make bread!

English: Diary entry
Maths: Addition and subtraction.
History: Learn about the Great Fire of London and understand how houses and buildings changed after the fire.
Geography: Explore the school's surroundings and draw simple maps.
DT: Make bread and explore from seed to loaf.
ART: Explore the artist Leon Kossoff.
PSHE: Celebrating Differences
PE: Sending & Receiving / Dance
Music: Pulse, Rhythm and Pitch

How has engineering made the world a more connected place?



Core Text: *Rosie Revere Engineer*

Trip to SS Great Britain

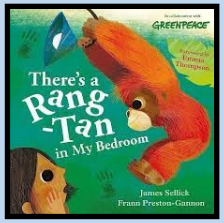
Project Outcome: Use engineering skills to create a new mode of transport.

English: Instructions and inventions!
Maths: Multiplication & division.
History: Learn about Isambard Kingdom Brunel and how transportation has changed over time. Learn about Bristol as a trading city.
DT: Design and make a new mode of transport which uses axels and wheels. Draw their design accurately using observations and accurate pencil hold.
Geography: Name and locate Bristol.
Computing: Programme a sequence of movements using BeeBots.
RE: Explore the question, 'Who is Jewish and what do they believe?'
PSHE: Dreams & Goals
PE: Fitness / Invasion games.
Music: Inventing a Musical Story

Long Term Curriculum Plan: Year 2

Raysfield Primary
Know myself. Respond to my world. Connect with my community.

Can animals live anywhere in the world?

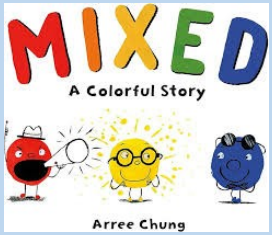


Core Texts: *There's a rang-tan in my bedroom*

Project Outcome: Create an information poster about animals and habitats

English: Adventure narrative
Maths: Fractions
Science: Explore simple food chains and life cycles and needs of animals. Explore different habitats—including hot and cold habitats—and which animals live in them.
Geography: Learn about the equator and hot and cold areas
Computing: Pictograms
Art: Henry Rousseau (drawing)
PSHE: Healthy Me & The Eatwell plate
PE: Yoga / Tag rugby (ball skills)
RE: Explore the question, 'How do we celebrate special and sacred times?'
Music: Recognising Different Sounds

The Best of Bristol.



Core Text: *Mixed*

Project Outcome: Produce a piece of artwork for the Chipping Sodbury festival

English: Mixed 'problem' story
Maths: 2D and 3D shapes.
Art: Using the theme from the Chipping Sodbury festival, children produce a piece of artwork in the style of a chosen artist
Science: Plant seeds and observe how they change over time. Learn about exercise, diet and hygiene.
Geography: Name and locate Bristol, Chipping Sodbury and Yate.
Computing: Create music using Google Music Lab
PSHE: Relationships
PE: Athletics & Net and Ball
Music: Exploring Improvisation

All about Brazil, culture and carnivals!



Core Text: *Steve Goes to Carnival*

Project Outcome: Create a carnival style mask

English: Adventure Narrative & letter (including postcards)
Maths: Measure (mass & capacity/ geometry: position & direction)
Geography: Compare similarities and differences between Bristol and Rio De Janeiro. Learn about carnival celebrations in Rio and Chipping Sodbury Festival
Art: Create a paint 3D mask which would be suitable for a carnival
Computing: Programming quizzes
PSHE: Changing me
PE: Target games / striking and fielding
Music: Our Big Concert