




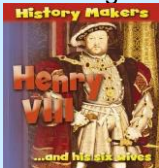
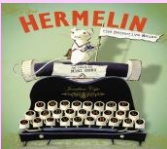
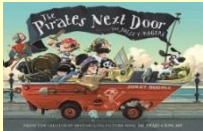
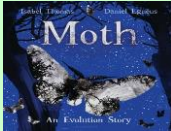


Year 2

Unit	<p style="text-align: center;">Term 1 Towers, Tunnels and Turrets</p> 	<p style="text-align: center;">Term 2 Street Detectives</p> 	<p style="text-align: center;">Term 3 Land Ahoy</p> 	<p style="text-align: center;">Term 4 Wriggle and Crawl</p> 	<p style="text-align: center;">Term 5 & 6 Beachcombers</p> 
	<p>DT - Making models of towers, tunnels and bridges</p> <p>Geog - Amazing structures around the world, towers and bridges in the local area.</p> <p>Hist - Castles and castle life, significant individuals – Isambard Kingdom Brunel.</p> <p>Science - Living things and their habitats, use of everyday materials, working scientifically</p> <p>Art – sculpture using natural materials</p> <p>Computing – create castles using drawing software</p>	<p>DT - Selecting tools and materials, baking, sign making and designing buildings</p> <p>Geog - Fieldwork in the local area, human and physical features, using and making maps with a key, looking at aerial images</p> <p>Hist - Changes within living memory, significant people, places and events in the local area</p> <p>Science - Identifying and comparing everyday materials, identifying plants in the local area.</p> <p>Art – Famous local artists, drawing, painting, or collaging views from the local area.</p> <p>Computing – Photo stories, algorithms</p>	<p>DT - Mechanisms and structures</p> <p>Geog - Using and making maps, locational knowledge, using and giving instructions</p> <p>Hist - Significant Historical people – Captain James Cook, Grace darling, Famous Pirates</p> <p>Science - Everyday materials, working scientifically</p> <p>Music – Sea shanties</p> <p>Art observational drawing, printing</p> <p>Computing – Programming, using presentational software</p>	<p>DT - Origins of food, selecting natural materials</p> <p>Geog - Fieldwork</p> <p>Science - Living things and their habitats, animals inc humans, working scientifically</p> <p>Art – Observational drawing, Model making</p> <p>Computing – Creating and debugging programs, algorithms, Use of ICT beyond school, stop motion animation, logical reasoning, digital presentations.</p> <p>Music – play tuned and untuned instruments</p>	<p>DT - Finger puppets</p> <p>Geog - Coastal Features</p> <p>Science - Habitats, living and non-living things, food chains, basic needs of animals, working scientifically</p> <p>Art – Sketchbooks, 3D modelling, Sand art and Seascapes</p> <p>Computing – Web searches, common uses of ICT, digital presentations</p>
<p>English Text to compliment Unit</p>	<p style="text-align: center;">Term 1 NF books – King Henry VIII</p> 	<p style="text-align: center;">Term 2 Hermelin</p> 	<p style="text-align: center;">Term 3 The Pirates Next Door</p> 	<p style="text-align: center;">Term 4 & Part of Term 5 Moth</p> 	<p style="text-align: center;">Part of term 5 Term 6 The Secret of Blackrock</p> 