



Green class 2

Curriculum Plan- Autumn half term 2

| Literacy | Maths | Science | ICT | Personal and social Development |
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| <p><i>Text types:</i> Non-Fiction Diaries: Looking at the structure, language use, passage of time. Biographies/ Autobiographies: structure, language use, passage of time.</p> <p>Fiction: Bad Santa</p> <p>Poetry: Do they know it's Christmas?</p> <p><i>Writing:</i> Write diaries using the correct features- passage of time, language, structure. Writing auto biography of their lives/biography of Winston Churchill using the correct features- passage of time, language, structure.</p> | <p><i>Number:</i> Properties of numbers. Ordering and comparing numbers Calculations</p> <p><i>Shape, Space and measures:</i> Exploring patterns</p> | <p><i>(Eq-3.4c-Electricity and magnetism)</i></p> <p>Pupils should learn: To experience, explore, and investigate, record and communicate what they discover and learn about:</p> <ul style="list-style-type: none"> • Household power source. • The hazards of electricity and how to use it safely. • Making simple circuits work. • More complex circuits. • Using switches. • Conductors. | <p><i>(Eq-3.3c-Intro: Desktop publishing)</i></p> <p>Pupils should learn:</p> <ul style="list-style-type: none"> • To combine graphics and text to communicate information. • To use ICT tools to edit and format text. • To use the features of a desktop publishing package to design the layout of text and graphics in a document. | <p><i>Eq-3.4a-Changing Relationships)</i> Pupils should:</p> <ul style="list-style-type: none"> • Recognise that their moods and other people's moods change during the day. • Cope with changing moods. • Recognise that their feelings towards others is changing as they are getting older. • Help make relationships grow and last. • Know when and where to seek help in terms of changing relationships. |
| Topic: Celebrations. | | | | |
| Humanities (RE History Geography) | Sensory Activities Linked to other areas of the curriculum. | Physical Education and Development | Design Technology | Creativity (Art and Music) |

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| <p><i>(Eq-3.2-Great Britons)</i> Pupils should:</p> <ul style="list-style-type: none"> • learn about the life and achievements of a famous leader from the past • learn about the life and achievements of a famous carer from the past • learn about the life and achievements of a famous musician from the past <p>R.E: <i>(Eq-3.7.5 –Good and Evil)</i> Pupils should learn:</p> <ul style="list-style-type: none"> • To understand that good and evil exist in the world. • To think about the way that stories teach us to do good. • To reflect on how Christians believe you can change from bad to good. • To consider how we can make life happier by doing good. | | <p><i>(Proficiency awards -Gymnastic)</i> To develop skills of performing actions, balances and coordination.</p> | <p><i>Cookery</i></p> <ul style="list-style-type: none"> • To plan and organise making products. • To use a range of techniques to measure, prepare, peel, chop, slice and combine materials. • To take account of working characteristics of materials, e.g. thickening of sauces. • To work safely and hygienically. <p>D.T: <i>(Eq-3.7.1-Novelties)</i> Pupils should:</p> <ul style="list-style-type: none"> • Explore a range of novelty gifts in order to determine their purpose and the materials and processes used in manufacture. • Using similar, equipment, techniques and materials, produce an artefact, which reflects the manufacturing process of an actual souvenir. | <p><i>Music</i></p> <ul style="list-style-type: none"> •To listen and respond to music through movement. •To learn song lyrics. <p><i>Art</i></p> <ul style="list-style-type: none"> • To produce a range of artwork with different visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space using a range of techniques and processes. |
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