

Unit 2 Overview 2017/18

Term Driver	Autumn 1 Fame	Autumn 2 Festivals	Spring 1 Health	Spring 2 Britain	Summer 1 Adventure	Summer 2 Competition
Week	7 weeks	7 weeks	6 weeks	5 weeks	7 weeks	6 ½ weeks
Genre	Well-known Stories (Julia Donaldson) (4 weeks) Classic Tales (2 weeks) Poetry (1 week)	Classic Tales from a range of cultures (3 weeks) Non-Fiction (4 weeks)	Well known stories (1 week) Poetry (2 weeks) Instructions (2 weeks)	Longer Narratives (David Walliams) (3 weeks) Non-Fiction (1 week) Poetry (1 week)	Well-known stories (Charlie Cook's Favourite books) (2 weeks) Classic Tales (3 weeks) Contemporary Picture Books (2 weeks)	Greatest needs
Grammar Focus	Handwriting Separation of words with spaces. Capital letters and full stops. (ONGOING THROUGHOUT YEAR) Pronouns (I and Capital Letter at start of names) Rhyming words.	Handwriting Separation of words with spaces. Pronouns (I and Capital Letter at start of names) Capital letters and full stops. Regular plural noun suffixes (s or es) Past and present tense. Sentences with different forms. Expanded noun phrases.	Handwriting Suffixes added to verbs (ing, ed, er) Suffixes (adjectives/adverbs: ful, less, er, est, nouns: ness, er) Subordination (when, if, that, or because) Co-ordination (or, and or but.) Commas to separate items in a list.	Joining words and sentences using and, but and because. Prefixes changes meaning of verbs and adjectives (un) Apostrophes.	Greatest needs	Greatest needs

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Science	<p>Famous Scientists</p> <p>Light</p>	<p>Materials</p> <p>distinguish between an object and the material from which it is made</p> <p>identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock</p> <p>describe the simple physical properties of a variety of everyday materials</p> <p>compare and group together a variety of everyday materials on the basis of their simple physical properties.</p>	<p>Animals including Humans.</p> <p>identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals</p> <p>identify and name a variety of common animals that are carnivores, herbivores and omnivores</p> <p>describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds and mammals, including pets)</p> <p>identify, name, draw and label the basic parts of the human body and say which part of the body is associated with each sense.</p>	<p>Animals including Humans.</p> <p>notice that animals, including humans, have offspring which grow into adults</p> <p>find out about and describe the basic needs of animals, including humans, for survival (water, food and air)</p> <p>describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.</p> <p>Seasons</p> <p>observe changes across the four seasons observe and describe weather associated with the seasons and how day length varies.</p>	<p>Sound</p>	<p>Plants</p> <p>observe and describe how seeds and bulbs grow into mature plants</p> <p>find out and describe how plants need water, light and a suitable temperature to grow and stay healthy.</p> <p>Seasons</p> <p>observe changes across the four seasons observe and describe weather associated with the seasons and how day length varies.</p>
Maths	<p>Place Value</p> <p>Solving Problems</p> <p>Addition and Subtraction</p>	<p>Place Value</p> <p>Solving Problems</p> <p>Addition and Subtraction</p> <p>Times Tables</p>	<p>Fractions and Decimals</p> <p>Time</p> <p>Measurement</p> <p>Geometry</p>	<p>Place Value</p> <p>Solving Problems</p> <p>Addition and Subtraction</p> <p>Times Tables</p> <p>Statistics</p>	<p>Fractions and Decimals</p> <p>Place Value</p> <p>Solving Problems</p> <p>Addition and Subtraction</p> <p>Times Tables</p> <p>Statistics</p>	<p>Greatest needs</p>

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Learning Challenge	<p>Art to use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work</p>	<p>Geography Locational knowledge: name and locate the world's seven continents and five oceans</p> <p>Art to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>DT Design: generate, develop, model and communicate their ideas through Design: talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make: select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>RE</p>	<p>Art to use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>PE master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</p>	<p>Geography Locational knowledge: name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas</p> <p>History changes within living memory, Where appropriate, these should be used to reveal aspects of change in national life.</p> <p>RE/SMSC</p>	<p>PE participate in team games, developing simple tactics for attacking and defending</p> <p>Geography Human and physical geography: use basic geographical vocabulary to refer to key human features, including city, town, village, factory, farm, house, office, port, harbour and shop</p> <p>Computing</p>	<p>PE participate in team games, developing simple tactics for attacking and defending</p> <p>Greatest needs</p>
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