

History

GREAT FIRE OF LONDON

1. Establish a historical timeline and place Tudor/ Stuart era and the Great Fire of London
2. Appreciate that there are different sources of information to help research into history
3. Make comparisons to life now and life in Tudor times
4. Focus on Great Fire of London—how and where did it start?
5. Understand the importance of Samuel Pepys and his diary as a source of information about the time

Science

EVERYDAY MATERIALS

1. Explore a range of objects made from different materials ; name the materials
2. Survey the use of materials and identify reasons why those materials have been chosen
3. Investigate properties of materials , including water-proofing
4. Investigate how materials can change shape
5. Investigate rough and smooth surfaces and how this can slow down a moving object (link to friction)

Art and Design

COLOUR

1. Study the work of Mondrian and Kandinsky in relation to primary and secondary colour, tone and shades
2. Use a variety of media to create work in the style of Mondrian and Kandinsky using colour knowledge

Fire!

Year 2 Autumn Term

Topic Overview



Geography

UNITED KINGDOM

1. Use maps to name the 4 countries of the United Kingdom
2. Understand that there are urban and rural (city/town and country) areas within the UK
3. Use aerial maps to identify key urban and rural features of the UK
4. Identify the capital cities of the four UK countries
5. Make a study of London, capital of England (linked to History topic)

Design and Technology

TIPPING BUCKETS

1. Investigate mechanisms which make objects move
2. Design a tipping bucket mechanism; label and identify materials and tools to be used
3. Make the mechanism and decorate appropriately; adapt design where necessary
4. Evaluate the final product, making suggestions for improvements

Computing

1. Know how to log on/off and be aware of the need to be safe when using the computer
2. Explore algorithms and know what they are
3. Be able to write a simple algorithm
4. Be able to use a simple algorithm
5. Be able to suggest improvements to an algorithm

Physical Education

GAMES AND GYMNASTICS

1. Develop skills relating to team games— including throwing , catching, running and jumping
2. Develop an understanding of the need to attack and defend within games
3. Play team games using the skills, being aware of other team members and co-operating with them
4. Develop balance and co-ordination skills
5. Create sequences of moves which demonstrate good balance and co-ordination

Languages

SPANISH

1. Be able to count to 20, name the months of the year, colours and parts of the body
2. Be able to ask and answer questions using the vocabulary learned



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RE

ISLAM

1. Understanding of key aspects of Islam
2. Appreciation and understanding of the Prophet Muham-med
3. Appreciation of the importance of Hajj

Performing Arts

1. Be able to use voice expressively when speaking
2. Be able to sing in tune and with creativity
3. Be able to speak clearly and memorise chants and rhymes



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