

Autumn 1 2016 Medium Term Plan Year 2

Topic = All creatures great and small

Starting point (Hook): Minibeast hunt in playground

Outcome: Class exhibition

Role play area Yr2- An animal investigation lab.

Trips/visitors: ????? mini beasts/pond dipping

Topic display: Animal information/ geographical information (animals on world map).

Literacy display: The slightly annoying elephant on the left-hand side, add work, journey to Sam's house.



			Creative curriculum/Learning journey			
Week	Special events	Literacy Focus text - The slightly annoying elephant.	Science learning Theme/area - Animals and habitats	Geography learning Theme/area - Name and locate. Hot and cold parts	Art & DT learning Theme/area - Collage and textures	Computing learning Theme/area - E safety
1	3 day week	'Only One You' Linda Kranz	Getting to know you activities, class rules and routines, SEAL (New beginnings), What we want to learn about topic, setting up and making role play, reading 1:1, phonics, birthdays, line order.			
2		Poetry – small and large creatures. Animal poems - onomatopoeia, adjectives and adverbs.	Science Week Working scientifically. Child led investigations.	Finding out about the parts of the world we have visited – temperature, weather, food.	Art - Looking at art by Eric Carle – books and images. Find out about Eric Carle and how he makes the artwork (website)	Online safety – Hectors world
3		'The Slightly Annoying Elephant' David Walliams Getting to know the text – making predictions on the basis of what has happened so far.	Sorting things that are living, non-living, never lived.	Geographical vocabulary - Name and locate where to find elephants in the world and discuss why they live there.	Art - Collage/tissue paper skills and practise process.	Online safety – Hectors world
4		The Slightly Annoying Elephant' David Walliams Grammar – Using adjectives to describe the	How habitats are suited to and provide for the animals needs.	Discuss/debate where it is best for animals to be kept (physical and human features).	Art - Draw out and collage a zoo animal of your choice using tissue paper.	Online safety – Hectors world

		characters. Introduction to expanded noun phrases – group work.				
5		The Slightly Annoying Elephant' David Walliams Composition – Writing a letter to the zoo keeper or another character.	Naming and describing different animals around the world (link to book) Carnivore, herbivore and omnivore.	World map – naming 7 continents and 5 oceans. Colour map using a key.	DT - Look at weaving. Design a pattern to weave – link to animal prints and colours.	Computer skills e.g. logging on, typing, opening programmes
6		The Slightly Annoying Elephant' David Walliams Reflect on year 1 suffixes and prefixes. Book review – this book reminds me of.... because... (Drama, role play, spoken language).	Matching animals to their habitats.	A3 Map between groups. String and blue tac- tracking where on Earth the Elephants live.	DT - Practice simple weaving using paper strips, wooden frames etc.	Computer skills e.g. logging on, typing, opening programmes- Drawing a picture of a zoo animal – Working in pairs (guess my animal) 2Simple.
7		Nonfiction – Elephants and other zoo animals. Animal fact files – boxing up.	Comparing two animals, an elephant and another of their choice, highlighting their similarities and differences – habitats and describing them, e.g. carnivore, herbivore and omnivore.	Comparing two animals, an elephant and another of their choice, highlighting their similarities and differences – tracking where the other animal lives on a map.	DT - Make piece of weaving using paper, card, fabric, ribbon etc.	Using school website

Week	Maths Key areas to cover	Music Theme/area - Zootime & Harvest	P.E Theme/area – Team games (netball)	P.E Theme/area – Team games	PSHE/SEAL	R.E Theme/area - Creation stories
1	Introduction tasks and assessments. Challenges			Premier sports to teach.	Introductions Class expectations and responsibilities. Rules and routines.	Creation stories
2	Number and place value Building on prior knowledge – counting objects to 100 in numerals and words through a variety of contexts and represent numbers using a range of concrete materials (images, Numicon, Cuisenaire, bead string etc.)	Zootime (reggae) pathway step 1	Throwing- accuracy with a target.	Team games, including rounders, focussing on different types of passes, e.g. underarm, overarm and chest passes.	Caring for living things - pets	
3	Number and place value Partition numbers - recapping understanding how tens and ones can be partitioned and recombined to make a total – reason and problem solve. Introduce how to compare	Zootime (reggae) pathway step 2	Chest passes- Catching with a partner/ group.		Turn taking, sharing.	

	objects/numbers from 0 up to 100 using <,> and = signs.					
4	<p>Addition</p> <p>Add numbers and solve problems using concrete objects, pictorial representations and mentally, also discuss how addition calculations can be done in any order (commutative).</p> <p>Count on in 2s, 3s, 5s and 10s from any multiple.</p>	Zootime (reggae) pathway step 3	Different types of pass- chest pass, bounce pass, shoulder pass.		Differences and similarities between people (use book)	
5	<p>Subtraction</p> <p>Subtract numbers and solve problems using concrete objects, pictorial representations and mentally, also discuss how subtraction calculations have to be solved in the order provided.</p> <p>Count back in 2s, 3s, 5s and 10s from any multiple.</p>	Zootime (reggae) pathway step 4	Rules of netball- not moving with the ball, throwing and catching hoop game		Friendships	

6	<p>Multiplication and division</p> <p>Recap and recall multiplication and division facts for the 2, 5 and 10 multiplication tables.</p> <p>Calculate mathematical statements for multiplication and division, also begin to solve problems using a range of materials and strategies, such as arrays.</p>	Harvest songs	Mini game- throwing at hoop on floor to score 3:3 games.		Looking after our world – local environment (school, park etc)	
7	<p>Assessments and consolidation</p> <p>Place value, addition, subtraction, multiplication and division.</p>	Zootime (reggae) pathway step 5	Mini game- standing in hoop to score- using skills from the past few weeks.		Looking after our world- animal habitats. Looking after our world – pollution.	