



The Shevington Federation

Year 2 Medium Term Plan – Autumn Term

Y2

The Big Question: Could the Great Fire of London happen again? **Class Trip:** Rochdale Fire Museum

Class Reader: The Great Fire of London Book **Significant People:** Samuel Pepys, King Charles II

Perspectives Explore Share a story Investigate Connections Resilience Creative expression Enterprise Justify

LEVEL

3

GEOGRAPHY

Villages, Towns and Cities part 1

Students will learn:

- Where the world's people are.
- What a settlement is.
- What affects where people live.
- How settlements are shaped.
- What makes up a city.
- How cities and villages are different to live in.



HISTORY

The Great Fire of London

Students will learn:

- What London was like at the time of the great fire.
- How the Great Fire of London started.
- How the Great Fire of London was put out
- How the fire affected London.
- What changes were made as a result of the Great Fire of London.
- How to create a timeline of the events of the Great Fire of London.
- How we know about the Great Fire of London.
- About other instances of destructive fire.



LEVEL

2

ENGLISH

Diary Entry- The Great Fire of London by Emma Adams

The Friendship Bench- Narrative-Adventure

Postcard- Meerkat Christmas by Emily Gravett

Poetry: Desk Diller by Micheal Rosin

The Big Question: Could the Great Fire of London happen again?



LEVEL

1

SCIENCE

Use of everyday materials

Students will learn:

- How to identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, rick, rock, paper and cardboard for particular uses.
- How the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.



DESIGN & TECHNOLOGY

Structures – Baby Bear's chair

Students will learn:

- How to stabilise and strengthen structures linked to Goldilocks and the Three Bears.
- How to understand Baby Bear's chair weaknesses and develop an improved solution.
- How to explain why their ideas would be suitable for Baby Bear, before producing a model to hold a teddy.



COMPUTING

Visual Programming- Game Making

Students will learn:

- How to create sequences
- How to create characters and movements
- Make characters interact in a game
- Explore different backgrounds



Perspectives Explore Share a story Investigate Connections Resilience Creative expression Enterprise Justify

LEVEL
M

MUSIC



Vocal Folk Songs

Students will learn:

- How to evaluate our stimulus piece of 'Short Ride in a Fast Machine' by John Adams.
- How to examine the emotions and feelings that music evokes, as well as the social background and inspiration behind the work.
- How to use their voices expressively and creatively, changing pitch and rhythm as well as working on their timing.

ART



Expressive Painting

Students will learn:

- How to recognise primary and secondary colours
- How to experiment with hues
- How to use gestural mark making
- How to incorporate colours and shapes using paints
- Explore expressive painting

LEVEL
G

RE



Christianity (God) and Christianity (Jesus):

Students will learn:

- How Christians believe God is the creator of life
- How Christians celebrate harvest and why
- About caring for the planet, both religiously and environmentally
- How Christians believe Jesus is the light of the world and the meaning behind this
- The symbolism of light in Christianity
- About the celebration of Advent
- About the celebration of Christmas

PSHE



Connecting with others/ My healthy self

Students will learn:

- Families offer stability and love.
- Families are all different.
- How to recognise how others show feelings differently.
- That some friendships might make us feel unhappy and how to deal with this.
- How to describe a range of feelings and develop simple strategies for managing them.
- The benefits of physical activity.
- How to use breathing exercises to relax.

LEVEL
O

PE



Gymnastics and dance

Students will learn:

- How to create matching balances with a partner.
- How to roll in different ways while showing control.
- How to jump safely in a variety of ways, on and off apparatus.
- How to combine a selection of moves to create a gymnastics sequence.

MATHS



Throughout the autumn term, we will be covering the following areas:

- Place Value
- Addition and Subtraction
- Geometry- Shape
- Reasoning and Problem Solving



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