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| **Medium Term Plan**Term: Autumn 1 Class: Year 2 Teacher: Miss McCormick |
| **Milestones** |
| 1)Habitats | 2) Animal fact sheet | 3)VISIT – own NC report pet | 4) Story Maps- dogs day | 5) Story - \* day – own choice of pet |
| **Writing Genre:** |
| Story Poetry Non-Chronological Instructions Newspaper Report LettersPlay scripts Recount Persuasive Explanation Biography Autobiography |

**Maths**

**Place value**

To show one more and one less.

Greater than, less than and equal to.

To count in 2s, 5s and 10s.

**Geography**

Draw picture maps of imaginary places and places from stories. Use own symbols in imaginary map. Draw around objects to make a plan.

**PSHE**

You, me and PSHE – What keeps me healthy.

**History** N/A

**Art:** Drawing, shading and painting: use a variety of textures, lines, colour and techniques to create an image of a pet.

Patterns and textures – Animal print.

**Computing:**

Use a simple range of tools in a paint package. (pet pictures)

Find, copy and paste pictures to include on an information text.

**D.T.**N/A

**Music -** N/A

**Science**

Animals including humans.

Describe living things and their habitats.

Research the life cycle of a living thing – frog.

**Literacy**

Phonics – revise phase 6

Babcock : Reptiles

Dogs Day

**RE**

Religious symbols – Mrs Bartlett.

**What would be your perfect pet?**

**P.E.**

Football **– Outdoor**

Circuits - **Indoor**

**Fantastic Finish**

Open classroom, share their work.

**Stunning Start**

Meet a creature visit – pet/animal classification focus.

English

Spoken Language

Word reading

Comprehension

Phonics& spelling

Punctuation

Grammar

Vocabulary

Handwriting and presentation

Composition

Science

Working scientifically

Plants

Animals, including humans

Everyday materials

Seasonal Changes

Religious Education

Learning about religion

Learning from religion

Music

Singing, chants and rhymes

Instruments

Music appreciation

Experiment, create, combine sounds

Physical education

Movement and co-ordination

Dance

Sport and Games

Computing

Organise, manipulate, store digital content

Programming

Uses of technology

E safety

Art

Design and make products

Share their ideas

Develop techniques

Artist, craft makers and designers

Design Technology

Design

Make

Evaluate

Technical knowledge - structures

Technical knowledge - mechanisms

Cooking and nutrition

Geography

Geographical skills and fieldwork

Location knowledge

Place knowledge

Human and physical

History

Local history

Historical Events

Changes in living memory

Significant historical people

PSHE

Physical Health

Keeping safe, managing risk

Identity

Society

Equality

Drugs, alcohol, tobacco

Mental health emotional well being

Career

Financial and economic well being