## **Termly Overview**

		Theme	Fit for Life	Year Group	2	Term	Spring	Academic Yea
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	Reading	English	Maths	Science	History/ Geography	Art & Design/DT	Music	RE	Computing	F	ΡE	PSHE &C
Week 1 w/c 1 <sup>st</sup> January 2024 (4 <sup>th</sup> and 5 <sup>th</sup> only)	<u>Retrieval</u> Fantastic Mr Fox	Whole school write. 'Mother Earth is Weeping'	Measurement – Money		To understand the role of a nurse.	<u>Painting:</u> Exploring landscapes of famous artists						To know how to keep my body healthy
Week 2 w/c 8th January 2024	<u>Retrieval</u> Fantastic Mr Fox	Whole School Write 'Mother Earth is Weeping'	Measurement – Money	To closely observe a variety of plants	To learn about Florence Nightingale.	Exploring tone when painting	Exploring Sounds – To perform.	To understand what a leader is.	Explore presentation software	Target Games - To consider how much power to apply when aiming at a target.		To understand the importance o physical activity
Week 3 w/c 15th January 2024	<u>Retrieval</u> Fantastic Mr Fox	Instructions (George's Marvellous Medicine	Number – Multiplication and Division	Name and identify the parts of a plant and tree	To know about Florence Nightingales military hospital.	To sketch a landscape	Exploring Sounds – To play an instrument.	To explore the qualities of a leader.	To open, edit and save a Power Point.	Target Games - To understand how to score using overarm and underarm throwing.		To understsand why we should limit screen time
Week 4 w/c 22nd January 2024	Inference Fantastic Mr Fox	Instructions (George's Marvellous Medicine	Number – Multiplication and Division	To know what a plant needs to grow and carry out a test	To compare nursing of the 1850 to now	To create a weather painting	Exploring Sounds – To improvise.	To identify leaders within the school.	To insert text boxes	Target Games - To develop striking to a target.		To know how to be safe in the sun
Week 5 w/c 29th January 2024	Inference Fantastic Mr Fox	Instructions (George's Marvellous Medicine	Number – Multiplication and Division	LIVING THINGS To compare a local habitat with an arctic habitat.	To learn about Mary Seacole.	To create a weather painting	Exploring Sounds – To perform.	To explore the responsibilities of a Christian religious leader (priest).	To search and copy images	Target Games - To develop striking to a target.		To understand the risk of too much sugar
Week 6 w/c 5th February 2024	<u>Retrieval</u> Being Human	Instructions (George's Marvellous Medicine	Number – Multiplication and Division	To compare Desert and ocean Habitats	To compare Mary Seacole to Florence Nightingale.	To evaluate and analyse final artwork	Exploring Sounds – To compose.	To explore the responsibilities of a Jewish religious leader (rabbi).	To edit and improve a presentation.	Target Games - To select and apply the appropriate skill to the target game.		To know ow to have good dental hygeine
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Week 7 w/c 19th February 2024	Diversity Week	Defeat the monster tale	Number – Multiplication and Division	To investigate woodland habitats	To draw a map of the classroom.	DT: textiles Explore Edmund Cartwright. Explore wool and wool products	Learning To Listen – To play an instrument.	To compare the duties of Christian and Jewish religious leaders	To understand what a spreadsheet is.	Fitness - To learn how to run for longer periods of time.	Invasion - To understand what being in possession means and support a teammate to do this.	To understand what community is
Week 8 w/c 26th February 2024	Inference Flat Stanley	Defeat the monster tale	Measurement – Length and Height	To look at Microhabitats	To draw a map of the school.	Design a wool product	Learning To Listen – To compose.	To understand what a parable is.	To understand different ways of collecting information	Fitness - To develop jumping in a long rope using timing.	Invasion - To understand what being in possession means and support a teammate to do this.	To know the difference between needs and wants
Week 9 w/c 4th March 2024	Inference Flat Stanley	Defeat the monster tale	Measurement – Length and Height	To group animals according to their diet	To use aerial photographs to recognise human features of Berryfields.	Follow instructions to make felt	Learning To Listen – To play an instrument.	To explore the parable of The Good Samaritan.	To store and organise files	Fitness - To develop co- ordination in individual skipping.	Invasion - To understand that stopping goals is a defending skill and explore ways to do this.	To understand what a job is and different jobs available



Year

## 2023/2024

	Reading	English	Maths	Science	History/ Geography	Art & Design/DT	Music	RE	Computing	F	PE	PSHE &C
Week 10 w/c 11th March 2024	Inference Flat Stanley	Defeat the monster tale	Measurement – Mass, capacity and temperature	To create a food chain	To use aerial maps to devise a route around Berryfields.	Make textile product	Learning To Listen – To compose.	To understand what a sermon is.	To be able to find and access files.	Fitness - To develop stamina and change of direction.	Invasion - To explore how to gain possession.	To understand the skills and knowledge needed for a job
Week 11 w/c 18th March 2024	Sequence Story Worlds: A Perpetual Moment in Time.	Free Write	Measurement – Mass, capacity and temperature	To understand the difference between living, dead or never alive	To use aerial maps to draw a map of Berryfields.	Make textile product	Learning To Listen – To perform.	To explore the events of The Sermon on the Mount.	To be able to present data visually	Fitness - To explore exercises to develop strength.	Invasion - To mark an opponent and understand that this is a defending skill.	To understand the role of technology in different jobs
Week 12 w/c 25th March 2024	Explain Story Worlds: A Perpetual Moment in Time.	Free Write	Measurement – Mass, capacity and temperature	To analyse findings of the plants grown <mark>(in</mark> week 5)	To use a key to add key human features to a map of Berryfields.	Evaluate product	Learning To Listen – <i>Assessment</i> To perform.	What is a miracle: To explore a miracle that Jesus performed.	To be able to edit a spreadsheet.	Fitness - To develop agility, balance and co- ordination.	Invasion - To apply simple tactics for attacking and defending.	Reflect on community unit