

Year group: 2 **Term: Autumn 2**

Topic: Explorers - Geography

Kernow Cluster Topic Overview Sheet

Objectives



Opportunities for outdoor learning:

- Local map following trip
- Journey sticks
- traffic/weather survey
- Identifying physical and human features

PSHE objectives:

- recognise the uses of medicines.
- recognise some house hold substances are dangerous.
- understand the dangers of smoking and alcohol.
- to identify potential hazards
- to know the meaning of 'bullying' and develop strategies stop prevent it.

History objectives: N/A

Geography objectives:

name and locate the world's 7 continents and 5 oceans

use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage

use simple compass directions and locational and directional language [for example, near and far, left and right], to describe the location of features and routes on a map use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

key physical use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment

use basic geographical vocabulary to refer to key human and physical features.

Art objectives:

use a range of materials creatively

use painting to share their ideas, experience and imagination

to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Key vocabulary:

explorers, near, close, far/far away, town, city, country, ocean, continent, map, key, globe, compass, traditional tales, characters, setting, letter, non-chronological reports

Digital literacy:

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

PE objectives: Focus – Gym

- make and link shapes, jumps, movements and balances
- travel with control
- jump from the floor and apparatus with control
- balance on large and small body parts
- use start and end positions
- Talk about ways in which work can be improved.

Music objectives:

- Use voices creatively and expressively by singing songs
- listen with concentration and understanding to a range of high-quality recorded music
- play tuned and untuned instruments musically
- experiment with, create, select and combine sounds in response to a stimulus

Computing objectives:

- use a search engine to find specific relevant information.
- save and retrieve work.
- Control a device off screen, making predictions about the effect their programming will have.
- Use websites (Google Maps) and demonstrate an awareness of how to manage their journey around them.



Maths objectives:

Number: To count in steps of 2, 3 or 5 from 0, and in 10s from any number, forward and backwards. Recall and use addition facts to 20 and 100. Add and subtract 2-digit numbers and show that addition can be done in any order but subtraction cannot. Solve addition and subtraction problems. Multiplication and division facts for 2, 5 and 10x tables. Recognise odd and even numbers.

Non-number: identify and describe the properties of 2-D and 3D shapes. Compare and sequence intervals of time. Tell and write the time to five minutes. Know the number of minutes in an hour and the number of hours in a day. Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns. Interpret and construct simple pictograms, tally charts, block diagrams and tables

Science objectives:

- Identify suitability of materials for different uses.
- Find out how the shapes of solid objects made from some materials can be changes by squashing, bending, twisting and stretching.

RE objectives:

Sacraments Retell the story of the Feeding of the 5000 Know that the Church calls times of meeting with God 'sacraments' and that there are seven special Sacraments. To know different ways we welcome. To explore the different jobs done during Mass.

Advent To retell the origins of the Christmas crib. To describe some symbols and customs used throughout the world to prepare during Advent. To say why Christians prepare during Advent.

Christmas Identify the key journeys associated with the Christmas story and what these journeys tell us about the Birth of Jesus. To understand why Christians should care for refugees and the homeless, especially at Christmas.

Opportunities for trips / visitors:

Local trip following a map to find treasure

Town mapping trip

Whole class texts:

Gingerbread Man and other traditional tales

The Polar Express

Books with journeys or different settings from around the world – encourage children to bring these from home.

English objectives:

Fiction: Traditional tales **Non-fiction:** non- chronological report/Letters to Santa

Spelling: Phase 5 words and common exception words (Year 1/2)

Sentence level: capital letters, full stops, commas for lists, expanded noun phrases

Text level: Features of a story, non-chronological report and letters

Spoken Languages objectives:

- Ask questions to extend their understanding
- Use strategies to build their vocabulary
- Maintain attention and participate actively in collaborative conversations
- Justify answers and opinions

Design Technology objectives:

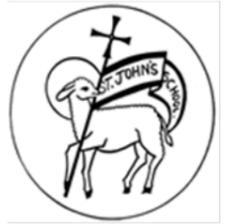
- design purposeful, functional, appealing products for themselves and other users based on design criteria
- select from and use a range of tools and equipment to perform practical tasks
- select from and use a wide range of materials and components, according to their characteristics
- evaluate their ideas and products against design criteria

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Links to previous topics:

'Explorers' links to Geography work in Autumn 1 - Year 2 'Fire' topic on map work on the UK (including atlases and Google Maps)

It also links to geography work covered in Year 1 where they began learning about the points of the compass, simple maps and the five oceans.

PSHE - Children will be able to:

- recognise why we need medicines.
- tell you why they must not touch some household substances
- understand some of the ways smoking and alcohol can affect people
- stay safe.
- describe bullying and talk about ways to stop it.

History skills - Children will be able to:

N/A

Geography skills - Children will be able to:

Name and describe physical and human features in Camborne.
 Use simple street plans to find places on a treasure hunt.
 Carry out a survey of local traffic.
 Identify geographical features such as hills, rivers and train lines on a map.
 Create a simple map of a familiar part of Camborne using symbols and a simple key to represent landmarks.
 Use simple compass directions (North, South, East, and West) to describe the location of features on a map.
 Use world maps, atlases and globes to identify world countries, continents and oceans.

Art skills - Children will be able to:

Compare the differences and similarities between the work of artists from different cultures including Aboriginal journey art.
 Make a range of marks using a wide range of tools.
 Talk about a range of painting materials, e.g. ready mix, powder, poster, water colours
 Use different kinds of paint to make marks, shapes and patterns.

Links to future topics:

Children will get to revisit learning on continents, oceans and physical and human geography in Year 2 - Summer 2 topic when we look at a contrasting locality to our own, in Year 3 through 'Shake Rock and Roll' and 'Around the World in 20 Days'.

This topic will also link to Year 4 'Terrific Trevithick' where the children will get another chance to carry out geographical field work in the local area.

Science skills- Children will be able to:

- Ask questions about different materials and suggest ways we might find the answers.
- Observe closely what happens during investigations
- Perform simple tests on materials.
- Use observations to answer questions on which materials are the most suitable for certain uses.
- Record data that will help answer questions.

PE skills - Children will be able to:

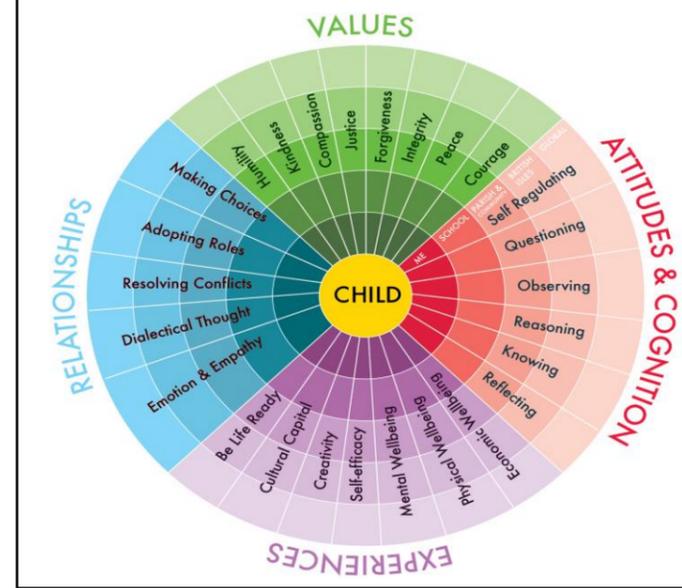
Show control and co-ordination when travelling or still.
 Remember and repeat simple actions and movements with control.
 Describe and complete movement phrases, e.g. travelling, balancing, climbing, jumping
 Select, link and perform simple actions
 Know how to start and finish movement phrases.

Music skills:

- Sing simple songs from memory in nativity performance.
- Choose and order sounds to create a range of sounds in response to 'The Snowman'
- Recognise how musical elements can be used to create different effects.
- Represent changes in the film by changing speed, pitch and timbre.

Computing skills: - Children will be able to:

- Use Google Earth to find countries and continents and work out how far away they are from each other. Also, to map journey to school.
- Use the internet to research how many countries and continents they can travel to directly from Cornwall.
- To program a floor turtle to travel to a range of destinations.



Maths skills - Children will be able to:

- Find 10 or 100 more or less than a given number to 100+.
 - Count on, from and back to zero in single, digit steps, or multiples of 2, 3, 5, and 10
 - Recognise that addition and multiplication can be done in any order.
 - Use the inverse operation to check workings.
 - Add mentally a one-digit number/multiple of 10 to any two digit number. e.g. $18 + 7 =$, $24 + 20 =$
 - Add / subtract mentally a one-digit number/multiple of 10 to/from any two digit number.
 - Add one digit and two digit numbers to 20+. (Concrete objects, pictorial representations and mentally) e.g. a two-digit number and ones a two-digit number and tens two two-digit numbers three one—digit numbers
 - Subtract one digit and two digit numbers to 20+. (Concrete objects, pictorial representations and mentally) e.g. a two-digit number and ones a two-digit number and tens two two-digit numbers three one—digit numbers
- Recall the multiplication tables: 2x, 5x, 10x.

RE skills: - Children will be able to:

- retell religious stories, such as the feeding of the 5000
- know and use words like sacraments, prepare, advent and symbols
- recognise some important jobs that are done during the mass.
- talk about how and why Christians prepare for Christmas.
- understand why Christians should care for the homeless and refugees and how this relates to Jesus and his family.
- know the origins of the first Christmas crib.

Opportunities for home learning / cultural capital:

Living a day in the life of someone from another country
 Seven Worlds One Planet programme on BBC 1
 Parent visitors to talk about travelling to different countries

Set homework:

- Research linked to 'A Day in the Life' day.
- Daily reading
- spellings linked to patterns and current phonics phases

English skills-Children will be able to:

- Read words quickly and accurately without the need to segment and blend.
- Segment spoken words into phonemes and represent these with correct graphemes.
- Spell a range of phonemes represented by different graphemes, e.g. 'ee', 'ea', 'oy', 'oi'
- Use capital letters and full stops in all sentences.
- To use question marks.
- To use time connectives.
- To use conjunctions (and, but, so, because) to write longer sentences
- Spell a range of common exception words correctly.
- Use expanded noun phrases to describe - the beautiful, blue butterfly.
- Plan writing using pictures.
- Use the diagonal and horizontal strokes needed to join letters.
- Write stories with a beginning, middle and end.
- To write own version of The Gingerbread Man.
- To begin to write in a formal style (non-chronological reports)
- To use a title, introductory sentence, subheadings, pictures and captions to write about the ways Christmas is celebrated around the world.

Languages skills:

N/A

Design Technology skills:

- Use knowledge of existing products to support plans for a similar product.
- Talk about the tools and materials needed in order complete a task within a plan.
- Use a straight edge to mark lines for cutting.
- Construct a simple slider independently.
- Make a lever by joining card strips with paper fasteners.
- evaluate the success of the product in terms of function and aesthetic criteria.

