Jennett's Park Medium Term Plan Year Group 2

Area of Learning: English, Communication Can we...?

- Write a narrative about life in a castle (fantasy)
- Write about life with a dragon
- Write a description of a dragon
- Write a recount of a visit to a castle

Area of Learning: Arts and Design

Can we....?

- Make a portraits of ourselves and historical figures (The Queen)
- Create a dragon
- Replicate the Castle and the Sun by Paul Klee, making a castle out of 2d shapes (Notan art) linking to maths as well
- Make a castle safe from attack? (pulley systems)

Area of Learning: Mathematics Can we...?

- Multiply numbers in the 2,5 and 10 times tables
- Divide numbers in the 2,5 and 10 times tables
- Record data in tally charts, bar charts and pictograms?

Area of Learning: Computing and Technological Understanding Can we....?

- To recreate a piece of art using a computer program;
- To use a computer to manipulate shapes and objects to recreate an art style.
- To select appropriate tools with confidence and independence.
- alter the formatting of a tool to adjust the colour or size

Connector

Castle Life!

Humanities – History & Geography Can we....?

• Identify physical features of castles and the locations they are usually built (why?)

Area of Learning:

- Identify differences in the types of castles and the land surrounding them
- Answer the question what natural physical features help to make a castle safe?
- Compare the lives of significant individuals (Henry VIII and Elizabeth II)

Area Learning: Physical health and wellbeing

Can we ...?

- Explore mental health and the use of mindfulness (meditation, yoga etc)
- Stay safe online and explain how to do it
- Explore teamwork and positive language with each other
- Learn new multi skills in relation to a range of activities

Discrete: Subjects Units of work MFL RE Jewish festival of Passover Real PE unit 3- Cognitive Cog Dynamic balance on a line. Static balance stance PSHE Gender differences What is parliament?

Area of Learning: Science

Can we?

 Explore materials in relation to strength in castle building or equipment

Move it

- know how to make something move.
- · know how to change the direction of something.
- Find out how the shape of something can be changed.
- know about changing shapes by squashing, bending, twisting and stretching.