

# ST. WILFRID'S PRIMARY SCHOOL MEDIUM TERM PLANNING



**YEAR GROUP 2**

**TERM Autumn 1**

**TOPIC FOOD**

**YEAR 2020/21**

<p><b>SCIENCE</b> <b>Use of everyday materials</b></p> <ul style="list-style-type: none"> <li>• Distinguish between an object and the material from which it is made</li> <li>• Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock</li> <li>• Describe the simple physical properties of a variety of everyday materials</li> <li>• Compare and group together a variety of everyday materials on the basis of their simple physical properties.</li> <li>• Investigate the suitability of a variety of everyday materials for particular uses.</li> <li>• Discover how the shapes of solids can be changed by bending, squashing, twisting and stretching.</li> </ul>	<p><b>GEOGRAPHY/HISTORY</b> <b>Where does our food come from?</b></p> <p>To identify the food shops in the local area and understand they are a source of many different foods.</p> <p>To know that food comes from either plants or animals and understand that some food we eat has been changed</p> <p>To understand what farming is, what a farmer does and where the plants we eat come from.</p> <p>To understand that animals are reared in the UK and are used for dairy and meat.</p> <p>To understand that some traditional foods originate in the UK</p> <ul style="list-style-type: none"> <li>• Revise from Year 1 the countries and main cities of the UK</li> <li>• Use atlases</li> <li>• Make first hand observations about their local area</li> <li>• Use key geographical vocabulary city, town, village, factory, farm, shop</li> </ul> <p>Devise simple maps showing the route to walk to the shops – use left and right vocabulary</p>	<p><b>R.E. (Harvest festival)</b> <b>Leaders – Inspirational people</b> <b>Christian and Jewish Leaders</b></p> <ul style="list-style-type: none"> <li>- What makes some people inspiring to others?</li> <li>- Listen and retell the stories of key leaders from Christianity and Judaism – Moses, Jesus and Peter</li> <li>- How did these leaders make a difference? How do leaders make a difference to our lives today?</li> <li>- Think about the behaviour shown by these leaders eg) being kind, valuing and respecting others, being trustworthy, courageous and consider questions about being good, kind and forgiving.</li> <li>- Rules for living and the 10 commandments – children will choose their own wise sayings and talk about what makes these sayings wise. What difference would it make if everyone followed them?</li> <li>- Ask and find out how to answer a range of how and why questions about how people practise their religion, including how they follow their leaders.</li> <li>- Discuss stories of cooperation from Judaism, Christianity and from different traditions and sources.</li> </ul>
	<p><b>P.S.H.E. (New Beginnings)</b></p> <ul style="list-style-type: none"> <li>• Recognise choices they can make, and the difference between right and wrong</li> <li>• Agree and follow rules for their group and classroom, and to understand how rules help them</li> <li>• Realise that people and other living things have needs, and that they have responsibilities to meet them</li> <li>• Know that they belong to various groups and communities, such as family and school</li> <li>• Contribute to the life of the class and the school</li> <li>• Listen to other people and work and play cooperatively</li> <li>• Identify and respect the differences and similarities between people</li> <li>• Know that family and friends should care for each other</li> </ul>	<p><b>ART/ D&amp;T</b></p> <ul style="list-style-type: none"> <li>• Create pieces of work inspired by the fairy tales covered in English lessons</li> <li>• Look at packaging design and create our own</li> <li>• Explore adverts and create own</li> </ul> <p><b>Computing</b> Use of I pads to explore shape and colour creating Kandinsky's circles on a paint program or pic collage</p> <p><b>Algorithms</b> Understand that algorithms are sequences of instructions, Convert simple algorithms to programs, Predict what a program will do, Spot and fix (debug) errors in their programs.</p>