



Year 2; Autumn; Toys (+ War and Remembrance)



Geography

Knowledge	Skills
N/A for this topic	N/A for this topic

History—Toys, war and remembrance.

Knowledge	Skills
To correctly sequence changes in toys during their lifetime and beyond.	Sequence artefacts closer together in time.
To observe and describe changes in living memory.	Sequence events.
To recognise, identify and describe some of the changes in toys and families during their lifetime.	Sequence photos from different periods of their time.
To recognise, identify and describe key characters/ story of the Gunpowder plot and be able to retell 5th November poem.	Describe memories of key events in lives.
To recognise, identify and describe a significant person in Black History and be able to summarise as to why they are important.	Find out about people and events in other times.
	Recognise why people did things, why events happened and what happened as a result.
	Confidently describe similarities and differences between a range of artefacts.
	Identify differences between ways of life at different times.

Key Texts

Traction Man, Elves and the Shoemaker
The Magic Brush (T4W)

Hook/Celebration

Black country Museum trip, Remembrance Day, Christmas performance

Whole School Events

Black History Week, Arts Week, Anti-Bullying week, Odd sock day, Children In Need, Bonfire night, Library week, Harvest, Diwali, nursery rhyme week, Christmas hoops.

Stand Alone Subjects

Computing

Multimedia, Data handling.

PE (Twinkl Move)

Gymnastics, basketball, football.

Music (Charanga)

Violins (enrichment programme)

RE (SACRE)

How should we care for the world , and why does it matter?

How and when do we celebrate special and sacred times—Christmas

PSHE (Jigsaw)

Being Me in my World & Celebrating Differences

MFL

Recap Year 1—colours, basic greetings, numbers to 10.

Art & Design—textiles, drawing (digital)

Knowledge	Skills
To use a range of materials creatively to design and make products	To record what they see and collect, record new processes and techniques.
To use drawing to share their ideas, experiences and imagination	Digital media: Drawing from perception and invention through memory and observations using the use of digital media. To create and make new images. Record visual information using cameras and recorders. Use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas. Use eraser, shape and fill tools. Use basic selecting and cropping tools.
To develop a wide range of art and design techniques	Textiles: Begin to identify different forms of textile. Colour textile with fabric crayons/paints. Explain how to thread a needle and have a go by using a large eyed needle and a running stitch. Use work of craft maker John Lobb to inspire designs.

Design & Technology—Peg dolls, food tech (biscuits)

Knowledge	Skills
Design purposeful, functional, appealing products for themselves and other users based on design criteria.	Peg doll— Use a range of tools and materials. Use ICT software to design products. Generate ideas by drawing on their own ideas. Identify some of the great designers throughout history and use these to generate ideas and designs. Explore how products have been created. Identify likes and dislikes of a design. Join different materials by measuring and marking. Name the tools that are being used. Create purposeful products. Explore and evaluate existing products. Explore objects and designs to identify likes and dislikes of the products. Explore how products have been created. Explore objects and designs to identify likes and dislikes of the products.
Select from and use a range of tools and materials and explore and evaluate a range of existing products.	Food Technology— Understand the basic principles of a healthy diet to prepare dishes. Work safely and hygienically. Measure food accurately using electric scales. Assemble food for cooking.
Use the basic principles of a healthy and varied diet to prepare dishes	