

Medium Term Planning		Learning Journey Map		Term: Spring 1	Weeks: 5
Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture					
Teaching and Learning Principles and Curriculum Driver					
Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Force for Positive Change Who or what has been a force for positive change? How can we be a force for positive change?		
Victorian Day – experience life as a Victorian child Victorian workshop – experience life in a Victorian school	Who are the royal family and what are their roles? What was life like in in the Victorian period? What were schools like in the Victorian period?	Victorian Day – experience life as a Victorian child Victorian workshop – experience life in a Victorian school	How can we make the school a positive learning environment? How can I achieve my goals this year? How can I be more resilient?		

YEAR 2

Title: **Kings and Queens**

Big Bang
 -Kings and Queens Quiz/ Victorian workshop

School Trips/Special Events
 -Victorian Workshop
 -Victorian Day

Celebration
 Victorian Day – children to experience a day in the life of a Victorian child

Computing
 -
 -To give instruction in a sequence.
 - To explain what happens when we change the order of instructions

Curriculum opportunities:
Geography – Continents and oceans

Learning Journey – History
 -To build an overview of history through studying Queen Victoria and the Victorian period.
 -To investigate and interpret the past by exploring what life was like for Victorian children in school.
 -To compare life as a child today and life as a child in the Victorian period.

Learning Journey – DT
 -To explore existing products and understand users and purposes for making a toy vehicle.
 -To develop practical skills and techniques using wheels and axles.
 -To use materials/components to measure, mark out, cut and join materials.
 -To evaluate own ideas and products.

Art – Digital Media
 -To take inspiration from others by looking at portraits and modern-day photographs.
 -To master techniques by taking photographs and editing them.
 -

Maths
Place value
 -Count forwards and backwards in 2s, 10s and 5s.
 -Order and compare numbers
 -Read and write numbers in words and numerals
Statistics
 -Interpret and construct simple pictograms, tally charts, block diagrams and simple tables
Addition
 -Add numbers using concrete objects, pictorial representations including those involving numbers and quantities.
Multiplication and division
 - Recall and use multiplication and division facts for the 2,5 and 10 x table.

PE - Outdoor – Games
 -To line up with a target, throw a range of equipment and play 2v1 games.
PE – indoor – Gymnastics
 -To explore balances and make a short routine.

English
Fiction
 -Retelling the story of Oliver Twist in the first person.
 -Creating a new story ending
 -Report about a character from Oliver Twist in the style of a wanted poster.
Non-Fiction
 -A persuasive letter
Spelling – suffixes -ment, -ness and -ful.
Handwriting – Continuous cursive handwriting.
Guided reading – daily sessions focusing on reading skills.

Music - Glockenspiel
 -To read musical notation.
 -To perform a 2, 3 and 4 note piece (C, D, E, F).

PSHE – Dreams and Goals
 -To choose a realistic goal and how to achieve it.
 -To persevere when I find a task difficult.
 -To recognise who I work best with and why.