




Castercliff Primary Academy – Medium Term Plan.



Year Group: 2	Overarching Question: Shall we take a trip down Memory Lane?	
Term: Spring 1	Topic Driver: Geography	
Geography – Nelson to London (comparing cities and villages)	Music: Orchestral Instruments	
Science – Uses of Everyday Materials (Set up enquiry)	RE: Hindu Dharma	
PE: FMS- Bounce Ball Gymnastics	Computing: Programming 1- Algorithms and Debugging Online safety	
ART: Life in Colour		
	<h1 style="color: green;">Appreciate</h1>	<h2 style="color: green;">Enrichment</h2>
Class Novel	English	
Various short stories	Paddington by Michael Bond (Stories as a theme)	Diary entry Setting description



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Week: 1	Subsidiary question:
<p>Topic Driver knowledge & skills Geography- to make connections between my local area and the capital city.</p>	<p>Secondary Subject knowledge & skills</p> <p>Science: To sort materials using a range of properties.</p> <p>PE 1: To demonstrate bouncing a ball with some control. Character: Resilience: To improve my performance in bouncing a ball and not worry about what other people can do.</p> <p>PE 2: To demonstrate jumping actions with different shapes in the air. Character: Courage: To overcome the challenge of jumping high with a shape.</p> <p>Art: To look at Romare Bearden and his artwork.</p> <p>Computing: To decompose a game to predict the algorithms that are used. I can understand what the terms 'decomposition' and 'algorithm' mean. I can decompose a game to predict algorithms. I can plan algorithms for a more complex game.</p> <p>Music: To explore listening and analysing a piece of music in relation to a story. I can recognise changes in the tempo of the music. I can describe the tempo as fast or slow. I can describe the dynamics as soft or loud. I can recognise changes in the dynamics of the music.</p> <p>RE: To talk about qualities that make some people special. To identify ways in which humans show their gratitude to the people who matter in their lives.</p>



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Vocabulary-

city, town, capital city, Nelson, London, local

Vocabulary

Science:

Identify, materials, wood, plastic, glass, metal, rock, brick, paper, cardboard, uses, used, properties, hard, soft, stretchy, stiff, shiny, dull, rough, smooth, bendy, not bendy, absorbent, not absorbent, waterproof, not waterproof, transparent, opaque.

PE 1:

Bounce, control, performance, travel, jogging, jumping, skipping, galloping, hopping, dribble, flat palm, wrist

PE 2:

Jump, landing, safety, straight, tuck, star, twisted, quarter turn, travel

Art:

Mixing, primary colour, secondary colour.

Computing:

Algorithm, decomposition, predict

Music:

Dynamics, encore, tempo

RE:

Hinduism, Mandir, Brahma, Varanasi, pilgrimage, worship, creator, River Ganges, deities, India

Week: 2

Subsidiary question:

Topic Driver knowledge & skills

Geography- To understand the difference between a city and a town.

Secondary Subject knowledge & skills



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Science: To explain, using key properties, why a material is suitable or not for a purpose.

PE 1: To demonstrate bouncing a ball with some control while moving.
Character: Resilience: To persevere and try to improve dribbling a ball through sustained effort.

PE 2: To show travelling actions using hands and feet.
To demonstrate balancing on large body parts.
Character: Concentration: To focus on keeping my balance.

Art:
To know how texture can be created.

Computing: To understand that computers use algorithms to make predictions (machine learning).
I can explain what an algorithm is.
I can explain that computers use algorithms to make predictions.
I can write a clear and precise algorithm.

Music: To explore how music and sound effects can tell a story.
I can explain how music is used to support a story.
I can use musical vocabulary to describe a piece of music.

RE: To know that Hindus believe in one God (Brahman) who can be worshipped in many different forms.
To know that these different forms (the deities) have different qualities and are portrayed in different ways.
To suggest why Hindus might believe that it is important to show devotion to the deities.



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Vocabulary-

city, town, capital city, Nelson, London, local, north, east, south, west, compass, directions, left, right, map

Vocabulary

Science:

Identify, materials, wood, plastic, glass, metal, rock, brick, paper, cardboard, uses, used, properties, hard, soft, stretchy, stiff, shiny, dull, rough, smooth, bendy, not bendy, absorbent, not absorbent, waterproof, not waterproof, transparent, opaque.

PE 1:

Bounce, control, performance, travel, jogging, jumping, skipping, galloping, hopping, dribble, flat palm, wrist

PE 2:

Jump, landing, safety, straight, tuck, star, twisted, quarter turn, travel, balancing, crab walk, bear walk, caterpillar, bunny hop, side balance, back balance, hip balance, shoulder balance

Art:

Textures, primary colour, secondary colour

Computing:

Algorithm, artificial intelligence, data, key features

Music:

Instrumental sound, sound effect

RE:

Hinduism, Mandir, Brahma, Varanasi, pilgrimage, worship, creator, River Ganges, deities, India



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Week: 3	Subsidiary question:
<p>Topic Driver knowledge & skills Geography- To identify the advantages and disadvantages of living in a town.</p>	<p>Secondary Subject knowledge & skills Science: To label a picture or diagram of an object made from different materials.</p> <p>PE 1: To demonstrate bouncing a ball and passing in a simple game. Character: Resilience: To willingly have a go at dribbling a ball and persevere when things get hard.</p> <p>PE 2: To show an egg roll, a pencil roll and a teddy bear roll. To create and demonstrate a sequence using rolling, jumping and travelling. Character: Courage: To control my fears when trying a new roll.</p> <p>Art: To explore textures to create an image.</p> <p>Computing: To plan algorithms that will solve problems. I can devise and create algorithms to solve problems. I can include loops in my algorithms (count controlled). I can visualise directions from a 2D environment.</p> <p>Music: To select appropriate sounds to match events, characters and feelings in a story. I can select appropriate tempo changes to represent events. I can select appropriate dynamics to represent emotions.</p> <p>RE: To know that Hindus might worship at a Mandir and/or the home shrine. To suggest why worship in the home might be important.</p>



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	To describe the meaning and symbolism of items used in worships (e.g. arti lamp, items on the puja tray).
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Week: 4	Subsidiary question:
<p>Topic Driver knowledge & skills Geography- To identify the advantages and disadvantages of living in a city (London).</p>	<p>Secondary Subject knowledge & skills</p> <p>Science: To begin to choose an appropriate method for testing a material for a particular property.</p> <p>PE 1: To demonstrate throwing a ball at a target with some accuracy. Character: Resilience: To learn from my mistakes and ask for feedback so that I can improve.</p> <p>PE 2: To perform jumping and rolling actions. To create a sequence using rolling, jumping and travelling. Character: Self-belief: To recognise that I can improve my sequence of I try.</p> <p>Art: To compose a collage, choosing and arranging materials for effect.</p> <p>Computing: To understand what abstraction is. I can explain what abstraction is. I can give an example of when abstraction might be useful.</p> <p>Music: To suggest appropriate sounds to represent parts of a story. I can decide if an event needs a loud or soft sound. I can suggest changes to dynamics and tempo. I can explain my choices.</p> <p>RE: To talk about who is special to me and why. To reflect on who I should be grateful to and how I might show this in words and actions.</p>



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Vocabulary-

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Vocabulary

Science:

Identify, materials, wood, plastic, glass, metal, rock, brick, paper, cardboard, uses, used, properties, hard, soft, stretchy, stiff, shiny, dull, rough, smooth, bendy, not bendy, absorbent, not absorbent, waterproof, not waterproof, transparent, opaque.

PE 1:

Bounce, control, performance, travel, jogging, jumping, skipping, galloping, hopping, dribble, flat palm, wrist, perseverance

PE 2:

Jump, landing, safety, straight, tuck, star, twisted, quarter turn, travel, balancing, crab walk, bear walk, caterpillar, bunny hop, side balance, back balance, hip balance, shoulder balance, egg roll, pencil roll, teddy bear roll

Art:

Collage, overlap, texture

Computing:

Abstraction, key features, unnecessary

Music:

Instrumental sound, sound effect, dynamics, tempo

RE:

Hinduism, Mandir, Brahma, Varanasi, pilgrimage, worship, creator, River Ganges, deities, India



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Week: 5	Subsidiary question:
Topic Driver knowledge & skills Geography- To compare Nelson to London.	Secondary Subject knowledge & skills Science: To begin to choose an appropriate method for testing a material for a particular property. PE 1: To demonstrate passing a ball with accuracy then move to a space. To use a simple tactic in a game. Character: Resilience: To keep trying in a game even if things aren't working PE 2: To create a sequence using travelling, balancing, rolling and jumping. Character: Concentration: To focus on the task of creating a sequence of a travel, roll, jumps and large body part balance. Art: To evaluate and improve artwork Computing: To understand what debugging is. I can understand the meaning of the word debugging. I can listen to my peers' verbal instructions. I can perform a task by following step-by-step instructions. Music: To perform a composition showing changes in tempo and dynamics. I can work as part of a group to rehearse and perform a story. I can perform clearly and confidently. I can perform showing contrasts in dynamics and tempo.
Vocabulary-	Vocabulary Science:



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Identify, materials, wood, plastic, glass, metal, rock, brick, paper, cardboard, uses, used, properties, hard, soft, stretchy, stiff, shiny, dull, rough, smooth, bendy, not bendy, absorbent, not absorbent, waterproof, not waterproof, transparent, opaque.

PE 1:

Bounce, control, performance, travel, jogging, jumping, skipping, galloping, hopping, dribble, flat palm, wrist, perseverance, tactics

PE 2:

Jump, landing, safety, straight, tuck, star, twisted, quarter turn, travel, balancing, crab walk, bear walk, caterpillar, bunny hop, side balance, back balance, hip balance, shoulder balance, egg roll, pencil roll, teddy bear roll

Art:

Detail, surface, texture.

Computing:

Bug, correct, debug, error

Music:

Instrumental sound, sound effect, dynamics, tempo

Week: 6

Subsidiary question:

Topic Driver knowledge & skills

Geography- Kahoot Assessment.

Secondary Subject knowledge & skills

Science: To identify what properties a suitable material needs to have for a given object.

PE 1: To show a simple tactic in a game.



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	<p>Character: Resilience: To keep trying in a game even if things aren't working.</p> <p>PE 2: To create a sequence using travelling, balancing, rolling and jumping. Character: Concentration: To focus on the task of creating a sequence of a travel, roll and jumps and large body part balance.</p>
<p>Vocabulary- Geography city, town, capital city, Nelson, London, local, north, east, south, west, compass, directions, left, right, map, address, postcode, local, below, above, maps, globes, atlases, aerial photos, urban, rural,</p>	<p>Vocabulary Science: Identify, materials, wood, plastic, glass, metal, rock, brick, paper, cardboard, uses, used, properties, hard, soft, stretchy, stiff, shiny, dull, rough, smooth, bendy, not bendy, absorbent, not absorbent, waterproof, not waterproof, transparent, opaque.</p> <p>PE 1: Bounce, control, performance, travel, jogging, jumping, skipping, galloping, hopping, dribble, flat palm, wrist, perseverance, tactics</p> <p>PE 2: Jump, landing, safety, straight, tuck, star, twisted, quarter turn, travel, balancing, crab walk, bear walk, caterpillar, bunny hop, side balance, back balance, hip balance, shoulder balance, egg roll, pencil roll, teddy bear roll</p>