




## Castercliff Primary Academy – Medium Term Plan.



<b>Year Group: 2</b>	<b>Overarching Question:</b> How does your garden grow?	
<b>Term:</b> Summer 1	<b>Topic Driver:</b> Plants (observe and measure)	
<b>Geography-</b> Buckets and Spades	<b>ART-</b> Clay, 3D Sculpture (Ranti Bam)	
<b>Science-</b> Plants (observe and measure)	<b>Music-</b> Dynamics, Timbre, Tempo and Motifs	
<b>PE-</b> OAA The Great Outdoor FMS	<b>RE-</b> Christianity Church	
<b>Computing-</b> Programming 2 ScratchJr	<b>PSHE-</b> Worry and Anger	
 <b>myHappyMind</b>	<b>Relate</b>	<b>Enrichment</b>
		Trip- Martin Mere
<b>Class Novel</b>	<b>English</b>	
George's Marvellous Medicine	George's Marvellous Medicine	Recipe Recount



## Castercliff Primary Academy – Medium Term Plan.



Week: 1	Subsidiary question:
<p><b>Topic Driver knowledge &amp; skills</b></p> <p><u>Science:</u>            What are seeds and bulbs?            Can spot similarities between bulbs and seeds            -</p>	<p><b>Secondary Subject knowledge &amp; skills</b></p> <p><u>Geography:</u>            Ask and answer simple geographical questions when investigating different places and environments.            Identify the key human features: city, town, village, factory, farm, house, office, port, harbour, shop</p> <p><u>PSHE</u>            -To recognise and name emotions and their physical effects.            Know the difference between pleasant and unpleasant emotions.            Learn a range of skills for coping with unpleasant/uncomfortable emotions.            Understand that feelings can be communicated with and without words.</p> <p><u>Computing</u>            -To explore a new application</p> <p><u>RE:</u>            Shared Human Experiences: Identify signs and symptoms in the world around you.            Talk about the school logo – what values might it represent and how might it unite the school community?</p> <p><u>Music</u>            -To create a simple soundscape for effect</p> <p><u>Art:</u>            -To study an artist (Ranti Bam)</p>
<p><b>Vocabulary-  <u>Science</u></b>            Germinate, shoots, healthy, maturity, seedlings, leaf, flower, bud, root, seed, bulb</p>	<p><u>Geography:</u>            City, town, village, local, environment, tourism, factory, farm, house, office, port, shop, harbour, Blackpool, Simonstad</p> <p><u>PSHE:</u>            Recognising, experience, loneliness, frustration, calm, grief, annoyed, jealousy, fidgety, worry, manage, memory box, control, trust, confusion, anger.</p>



## Castercliff Primary Academy – Medium Term Plan.



**Music:**

Soundscape, timbre, dynamics, tempo

**Computing:**

Block, code, Scratch Jr

**RE:**

Community, members, common, belonging.

**Art:**

Sculpture, ceramics, clay



## Castercliff Primary Academy – Medium Term Plan.



Week: 2	Subsidiary question:
<p><b>Topic Driver knowledge &amp; skills</b></p> <p><b>Science</b></p> <p>How do seeds and bulbs grow into mature plants? Can describe how plants have grown from seeds and bulbs and have developed over time</p>	<p><b>Secondary Subject knowledge &amp; skills</b></p> <p><b>Geography:</b> Develop simple fieldwork and observational skills when studying the human and physical geography. Identify the key human features: city, town, village, factory, farm, house, office, port, harbour, shop</p> <p><b>PSHE</b> Recognise and name emotions and their physical effects. Know the difference between pleasant and unpleasant emotions. Learn a range of skills for coping with unpleasant/uncomfortable emotions. Understand that feelings can be communicated with and without words.</p> <p><b>Computing</b> -To create an animation</p> <p><b>RE:</b> Beliefs and Values: Suggest beliefs and values that might unite the Christian community. Talk about why some Christians might think it is important to come together to worship God.</p> <p><b>Music</b> -To listen for and recognise some basic elements of music</p> <p><b>Art:</b> -To use my hands as a tool to shape clay</p>
<p><b>Vocabulary- Science</b></p> <p>Germinate, shoots, healthy, maturity, seedlings, leaf, flower, bud, root, dispersal, seeds, bulb</p>	<p><b>Vocabulary – Geography:</b></p> <p>Ice cream, bucket, spade, sunglasses, rockpool, beach ball, shells, windmill, lighthouse, sandcastle, kite, pier, Ferris wheel, souvenir, postcard, fish, chips, rock, Punch and Judy, arcades, rides, prizes</p>



## Castercliff Primary Academy – Medium Term Plan.



### **PSHE:**

Recognising, experience, loneliness, frustration, calm, grief, annoyed, jealousy, fidgety, worry, manage, memory box, control, trust, confusion, anger.

### **Computing:**

Animation, code, loop, repeat

### **RE:**

Core beliefs, values, community, Christianity, worship, important.

### **Music:**

Soundscape, timbre, dynamics, tempo

### **Art:**

Cut, flatten, roll, shape, smooth



## Castercliff Primary Academy – Medium Term Plan.



Week: 3	Subsidiary question:
<p><b>Topic Driver knowledge &amp; skills</b></p> <p><b>Science</b></p> <p>Why do plants need water, light and a suitable temperature? Can nurture seeds and bulbs into mature plants, identifying the different requirements of different plants</p>	<p><b>Secondary Subject knowledge &amp; skills</b></p> <p><b>Geography:</b> Develop simple fieldwork and observational skills when studying the human and physical geography. Identify the key human features: city, town, village, factory, farm, house, office, port, harbour, shop</p> <p><b>PSHE</b> Recognise and name emotions and their physical effects. Know the difference between pleasant and unpleasant emotions. Learn a range of skills for coping with unpleasant/uncomfortable emotions. Understand that feelings can be communicated with and without words.</p> <p><b>Computing</b> -To use characters as buttons</p> <p><b>RE:</b> Living Religious Traditions: Identify symbols (images and actions) used in Christian worship. Talk about how and why symbols might be used in Christianity. Identify and describe features of a church.</p> <p><b>Music</b> -To compare two pieces of music</p> <p><b>Art:</b> -To shape a pinch pot and join clay shapes as decoration</p>
<p><b>Vocabulary- Science</b></p> <p>Germinate, shoots, healthy, maturity, seedlings, leaf, flower, bud, root, temperature, seed, bulb</p>	<p><b>Vocabulary</b></p> <p><b>Geography:</b> Pier, harbour, sea, stones, sand, cliffs, harbour, lighthouse, campsite, map, compass, key, North, East, South, West</p> <p><b>PSHE:</b></p>



## Castercliff Primary Academy – Medium Term Plan.



Recognising, experience, loneliness, frustration, calm, grief, annoyed, jealousy, fidgety, worry, manage, memory box, control, trust, confusion, anger.

**Computing:**

Button, block, code.

**RE:**

Imagery, symbolism, Christianity, beliefs, values, community, features, church buildings, worship.

**Music:**

Timbre, dynamics, tempo

**Art:**

Cermic, glaze, pinch pot, score, slip, thumb pot



## Castercliff Primary Academy – Medium Term Plan.



Week: 4	Subsidiary question:
<p><b>Topic Driver knowledge &amp; skills</b></p> <p><b>Science</b></p> <p>How do plants respond to water, light and temperature? Can identify plants that grew well in different conditions</p>	<p><b>Secondary Subject knowledge &amp; skills</b></p> <p><b>Geography:</b> Create a map of Simonstad beach demonstrating use of map symbols. Devise a simple map and use and construct basic symbols on a key.</p> <p><b>PSHE</b> Recognise and name emotions and their physical effects. Know the difference between pleasant and unpleasant emotions. Learn a range of skills for coping with unpleasant/uncomfortable emotions. Understand that feelings can be communicated with or without words.</p> <p><b>Computing:</b> -To follow an algorithm</p> <p><b>RE</b> Search for Personal Meaning: Ask thoughtful questions about signs and symbols. Talk about communities that they belong to – and how they show their commitment to these communities.</p> <p><b>Music</b> To create short sequences of sound</p> <p><b>Art:</b> -To use drawing to plan the features of a 3D model</p>
<p><b>Vocabulary- Science</b></p> <p>Germinate, shoots, healthy, maturity, seedlings, leaf, flower, bud, root, temperature, seed, bulb</p>	<p><b>Vocabulary</b></p> <p><b>Geography:</b> Map, compass, key, North, East, South, West, school, corridor, school hall, playground, outdoor area</p> <p><b>PSHE:</b> Recognising, experience, loneliness, frustration, calm, grief, annoyed, jealousy, fidgety, worry, manage, memory box, control, trust, confusion, anger.</p> <p><b>Computing:</b> Algorithm, block, code, loop, sequence.</p>



## Castercliff Primary Academy – Medium Term Plan.



	<p><b>RE:</b> Communities, belonging, community, members, matter.</p> <p><b>Music:</b> Motif, timbre, dynamics, tempo</p> <p><b>Art:</b> 3D, casting, in relief, negative space, plaster, sculpture</p>
--	---

<b>Week: 5</b>	<b>Subsidiary question:</b>
<b>Topic Driver knowledge &amp; skills</b>	<b>Secondary Subject knowledge &amp; skills</b>
<p><b>Science</b> Do bigger seeds grow into bigger plants? Can spot the connection between the size of seed and the mature plant.</p>	<p><b>Geography:</b> Understand the impact that humans have on the seaside. Express views about the environment and can recognise how people sometimes affect the environment.</p> <p><b>PSHE:</b> Recognise and name emotions and their physical effects. Know the difference between pleasant and unpleasant emotions. Learn a range of skills for coping with unpleasant/uncomfortable emotions. Understand that feelings can be communicated with or without words.</p> <p><b>Computing:</b> -To plan and use code to create an algorithm</p> <p><b>Music</b> -To create short sequences of sound and perform with accuracy</p>
<p><b>Vocabulary- Science</b> Germinate, shoots, healthy, maturity, seedlings, leaf, flowers, bud, root, patter seeking, seed and bulb.</p>	<p><b>Vocabulary</b> <b>Geography:</b> Rockpool, plastic, shells, windmill, lighthouse, sand, litter, pier, pollution, habitats, sea creatures, positive impact, negative impact</p> <p><b>PSHE:</b> Recognising, experience, loneliness, frustration, calm, grief, annoyed, jealousy, fidgety, worry, manage, memory box, control, trust, confusion, anger.</p> <p><b>Computing:</b> Algorithm, code, program</p>



## Castercliff Primary Academy – Medium Term Plan.



**Music:**

Soundscape, motif, timbre, dynamics, tempo

**Art:**

Casting, detail, impressing, in relief, negative space, sculpture, surface, slip, score