
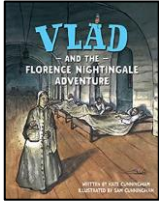



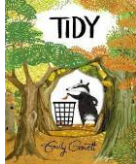
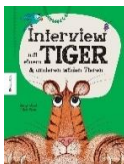
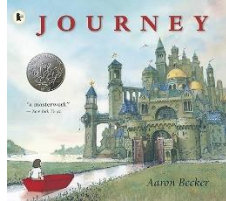




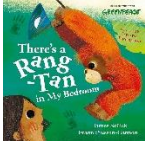

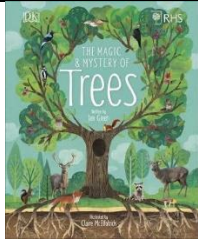
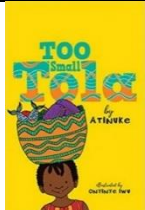
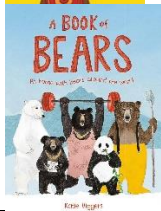
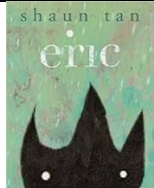





Year 2 Yearly Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Continents and Oceans (Geography)	Nightingale, Seacole, Cavell (History)	Let's go on an adventure! (Geography)	Plants (Science)	History of Flight (History)	Nepal (Geography)
English	Please see the unit overviews for more detailed information.					
				 		
Writing Outcomes from entire unit	<p>Outcome: To write about a day in the life of a character.</p> <p>Purpose: To record events, thoughts and feelings - entertain</p> <p>Audience: A reader interested in travelling.</p> <p>Form: Narrative recount</p> <p>Outcome: To write a travel Guide</p> <p>Purpose: inform</p> <p>Audience: A reader interested in travelling.</p>	<p>Outcome: To write a letter home as Vlad.</p> <p>Purpose: entertain and inform</p> <p>Audience: Vlad's family</p> <p>Form: Recount letter</p> <p>Outcome: To write a comparison on Florence Nightingale and Kylie Watson</p> <p>Purpose: inform</p> <p>Audience: Readers interested in historical texts.</p> <p>Form: Information Comparison text</p>	<p>Outcome: To write their own story of a 'Walk in Aldershot'</p> <p>Purpose: entertain</p> <p>Audience: Tourists or people new to the area/To help the local councillor</p> <p>Form: Narrative/Recount</p> <p>Outcome: To write a non-chronological report of Aldershot</p> <p>Purpose: inform</p> <p>Audience: Tourists or people new to the area.</p>	<p>Outcome: To write a poem linked to growth and change</p> <p>Purpose: entertain</p> <p>Audience: readers interested in poetry/ plants.</p> <p>Form: poetry</p> <p>Outcome: Create an interview with Pete.</p> <p>Purpose: inform</p> <p>Audience: Class Book</p> <p>Form: Information</p>	<p>Outcome: To write a 1st person diary- of when Amelia flies out</p> <p>Purpose: Inform</p> <p>Audience: Form: Recount</p> <p>Outcome: Write a story opening</p> <p>Purpose: an entertaining descriptive text</p> <p>Audience: People who love reading fantasy</p> <p>Form: Narrative</p>	<p>Outcome: To create an advisory text- on what to take with you.</p> <p>Purpose: inform</p> <p>Audience: Form: Survival Guide</p> <p>Outcome: To write a descriptive text</p> <p>Purpose: entertain</p> <p>Audience: Form: Narrative</p>

	Form: Information Leaflet			Form: Information Leaflet.		
Reading Journey	 	 			 	 
Maths	Please see the medium-term plan.					
Science	Habitats		Animals inc. humans	Making new plants	Changing materials	Pushes & pulls
History/ Geography	Where are we in the world? (continents and oceans) Geography	Nursing has not changed in over 100 years. True or false? History	Let's go on an adventure! (maps) Geography	Where do our school names come from? History	The only way to fly is on a plane. True or false? History	What is it like in other places? (Aldershot vs Nepal) Geography
PSHE	Me and My Relationships	Valuing Difference	Keeping Safe	My Rights and Respect	Being my Best	Growing and Changing
Art	Vincent Van Gogh (sunflowers). Drawing	Layne Peters (clay) Sculpture	Anne Kelly Collage/textiles		Francis Bowyer (backgrounds) Painting	
Design and Technology	Cooking & Nutrition - Healthy Wraps Linked to Continents & Oceans - where food comes from		Sewing - Mixed media sewing collage (linked to Art) Linked to History of Aldershot		Construction - 3D model aeroplane with wheels & axels Linked to Aeroplanes/Aviation	

Religious Education	Special place (Mandir) Hinduism	Waiting (Advent) Christianity	Remembering (Holi) Hinduism	Love as sad and happy (The Easter story) Christianity	Special food Across religion and traditions	God Christianity and Hinduism
Computing	Online safety	Creating media - Digital photography	Programming A - Robot algorithms	Data collection - Pictograms	Creating media - Digital music	Programming B - Programming quizzes
Physical Education	Run, Jump, Throw 1 Gymnastics 1	Run, Jump, Throw 1 Gymnastic 2	Send & Return (1) Hit, Catch, Run 1	Send & Return (2) Hit, Catch, Run 2	Dance (Specialist) Attack, Defend, Shoot 1	Dance Attack, Defend, Shoot 2
Music	<u>"Dragons"</u> Dynamics (getting louder or quieter). Tempo (getting faster or slower).	<u>"Christmas is Coming"</u> Pitch (higher, lower sounds, steps, leaps and repeated notes). Duration (Steady beat and rhythm patterns).	<u>"Jolly Rogers"</u> Structure (verse and chorus) Timbre (how are sounds made?)	<u>"Wispy Willow"</u> Pitch (higher, lower sounds shape of melodies)	<u>"Man on the Moon"</u> Timbre (choose how to make sounds to suit mood) Texture (layer sounds)	<u>"Minibeasts On the Move"</u> Duration (steady beats and rhythm patterns)
Trips/Themed Days		BOTH SCHOOLS Fort Nelson 8 th November	BOTH SCHOOLS Chicks at school 27 th Jan - 7 th Feb	MARLBOROUGH Aldershot Military Museum Thursday 20 th March	BOTH SCHOOLS Brooklands Museum 29 th April MARLBOROUGH FAST Museum 15 th May	