

## Term 3 Plan for Year One and Two, January / February 2017

### Historical, Geographical and Social Understanding

- ❖ Events beyond living memory which are significant nationally – The Great Fire of London
- ❖ Name, locate and identify characteristics of the four countries and capital cities of the UK
- ❖ Use basic geographical vocabulary to refer to key human features, including city, town, village, factory, farm, house, port, harbour.

### Maths

**Year 1** – place value, time, repeated addition, counting in 5s, problem solving

**Year 2** – place value, multiplication and division, times tables, properties of number, for example odds and evens, doubling and halving, addition and subtraction.

**Marvellous Middle**  
Fire engine visit

### English

#### **Year 1**

- reporting events of The Great Fire of London as a newspaper and Green Screen news report.
- narrative with repetitive language based on stories about fire engines and firemen.

#### **Year 2**

- Narrative based on The Great Fire of London
- Diary / recount writing based on the fire service.

### Understanding the Arts

**Music** - Y1 Identify and control a variety of sounds on musical instruments with confidence

Notate using their own symbols on a class score

Y2 Perform with others using a class score  
Compose and notate as part of a class score

#### **Art and Design** –

- design and make a 1666 building
- design and make a fire engine
- marbling and silhouettes
- charcoal drawings of 17<sup>th</sup> century homes

**Drama** – link to English and History for

**WOW**  
House building

## Fire! Fire!

**Fantastic Finish**  
Make a fire engine

### Scientific and Technological Understanding

- distinguish between an object and the material from which it is made
- identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
- describe the simple physical properties of a variety of everyday materials
- compare and group together a variety of everyday materials on the basis of their simple physical properties.
- identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses
- find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

ENQUIRIES – which materials burn the quickest? (observe through videos); how does heat effect different materials?

### Understanding Physical Development, Health and Wellbeing

**Dance** – link to Great Fire of London

**Games** – Striking and Fielding

**Jigsaw (PSHE)** – Dreams and Goals

### RE

#### **Who is important in Judaism?**

The Torah. Stories of Moses, Jonah, Joseph

### ICT

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs.