Class: Beech Yr2/3 Term: Summer Topic: Marvellous Materials Celebration: Carnival

English Art & Design Computing Organise, store, retrieve & manipulate data Use a range of materials • Use drawing, painting (Iron Man Narrative: Adventure story Understand computer networks • Learn about range of artists, craftsmen and designers Based on Iron Man/ Traction collect and present data appropriately (Power point) Instructions: How to make a Use sketchbooks to collect, record and evaluate ideas fridge magnet yr3/ boat yr 2 mprove mastery of techniques such as drawing, painting and Diary Entry: Traction Man/ sculpture with varied materials Learn about great artists, Super Hero architects & designers Poetry: From Narrative (TES) Persuasive Writing: Carnival Poster **Design & Technology** Geography Design purposeful, functional & appealing products (boat for Traction Man or Carnival costume/ decorate Use aerial images and o nodels to create simple oat) • Evaluate existing products (range of toy boats) & ow plans and maps, using symb **Mathematics** Use simple fieldwork and observational skills to study the Yr 2 **Know and use standard measures** Learn x3,x4,x8 tables • Use range of tools & materials to complete immediate environment (Science Link- materials map) Know tables fluently Read scales to nearest whole unit Know and use relatd division facts practical tasks Use symbols £ and p (x2.x5.x10) Written column addition and subtraction-Use research& criteria to develop products • Use fieldwork to observe, measure & record Know and use related division Add/ subtract within £ exchanging and carrying across which are fit for purpose (Fridge Magnet) • Use 8 points of compass, symbols & keys Solve addition/ subtraction missing number Count on and back in 2s,3s,5s,10s Tell time to nearest 5 mins Use annotated sketches and prototypes to (Relate to English work: Traction Man/Iron an Identify/sort 2D 3D shapes across 100 problems explain ideas Evaluate existing products (Range of Compare/order number <>= **Identify 2D surfaces on 3D shapes** Measure and calculate mass with metric journey) magnetic products) and improve own work. Use x ÷ symbols **Describe position and movement** Use Roman numerals up to XII to tell time. Understand trm fraction Calculate unit fractions of shapes and SEND Yr3: Recall and use addition/ Tell the time to 1 minute. Languages Modern Music subtraction facts to 20 and 100 Identify horizontal, vertical, parallel and Recognise simple equivalent fractions Use < and > signs accurately perpendicular lines Know x2 x5 x10 mult and divis facts Use and count in tenths Make and combine so Count on and back across 10 in 3 and 4 Recognise and use equivalent fractions to digit numbers solve proble Develop appropriate pronunciation Use direction and coordinates to describe turns and positions • Appreciate stories, songs, poems & rhymes Use voice & instruments with increasing accuracy, control Science History and expression (Rounds with voice and instruments • Events of local importance: Carnival/ Dance • Improvise & compose music **Chemistry Materials** festival. •Identify and compare uses suitability of different • Iron ore/ iron smelting/ history of local Iron Religious Education **Education** materials •Compare how things move on different surfaces **Physical** works Find out how materials can be change (bending, squeezing) Bullet 1 Yr 2/3 Swimming proficiency at 25m (KS1 or KS2) •Simple forces, including magnetism Master basic movement, e.g. running, jumping, Chemistry: throwing, catching, balance, agility and co-ordination, Magnetic/ non-magnetic materials (Cricket Yr 2 and 3) Light/ shadows Yr 3 Light/ Electricity Yr 2 Play competitive games, modified as appropriate Develop flexibility & control in athletics Compare performances to achieve personal bests

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