

English

Book Study

Katie Morag and the New Pier by Mairi Hedderwick.

Writing

- Coastal description using the present tense and adjectives.
- First-person adventure narrative about a sea rescue.
- Non-chronological reports.
- Celebrating the coast - persuasive writing.

Science

- Uses of Materials
- Plant Survival

Spanish

Under the Sea: name sea creatures

RE

Judaism: Passover

- How important is it for Jewish people to do what God asks them to do?

Christianity: Easter

- Is it true that Jesus came back to life again?

Art

Flower Head

- Explore visual elements of flowers, including shape, texture, colour, pattern and form through drawing, printmaking and 3-D forms, using paper and clay.

Geography

- Physical and human features of coastal regions of the UK with a focus on Whitstable.
- Features of coastlines including erosion.
- Tourism.
- Maps and keys.
- Coastal rescues.

Coastlines

Trips and Experiences

- Visit to Whitstable (Term 3)
- DT day - making Beach Huts (Term 4)

Computing

- Programming: robot algorithms
- Data and Information: grouping data

PE

Games for Understanding

- Tactics for defending and attacking.
- Develop an understanding of the transition from defence to attack.
- Apply tactics as a team into games.

Jumping

- Learn how to jump, applying this to jump in combination and link jumps.
- Develop an ability to apply jumping in games.

Maths

- Shape
- Money
- Multiplication and Division (1 and 2)

History

- How have coastal settlements like Whitstable changed over time?

DT

Beach Huts

- Making and strengthening structures, including different ways of joining materials.

Music

Our Land

- Exploring timbre and texture.
- Listening to and exploring descriptive sounds.
- Performing music inspired by myths.

Number

- Explore steady beat and rhythm patterns.

Seasons

- Develop understanding of pitch through movement, songs and listening games.

Weather

- Weather raps and songs with opportunities to create descriptive sounds and word rhythms.

Maths

Properties of shapes

- Recognising 2D and 3D shapes
- Symmetry
- Counting sides and vertices on 2D shapes
- Counting faces, edges and vertices on 3D shapes

Money

- Counting money – coins and notes
- Comparing different amounts of money
- Finding change

Multiplication and Division (1 and 2)

- Making equal groups (adding and multiplying)
- Using arrays
- Form multiplication sentences
- 2, 5 and 10 times tables
- Dividing, by sharing and grouping

English

Spoken Language

- Use simple expanded noun phrases with an adjective that describes the noun.
- Use the present and past tense correctly and consistently, including the progressive form.
- Read their writing aloud clearly, audibly and with appropriate intonation.
- Discuss their favourite words and phrases in a text.

Reading

- Discuss the sequence of events in books and how items of information are related.
- Identify the main facts or events in simple texts.

Writing

- Develop positive attitudes towards and stamina for writing.
- Write for a range of purposes with increasing stamina and positivity.
- Write about real events.

PE

- Participate in team games, developing simple tactics for attacking and defending.
- Develop safe jumping techniques.

Coastlines

Science

Uses of Materials

- Describe the properties of natural and human-made materials and where they are found in the environment.
- Observe objects, materials, living things and changes over time, sorting and grouping them based on their features and explaining their reasoning.
- Describe how some objects and materials can be changed and how these changes can be desirable or undesirable.
- Use a range of methods (tables, charts, diagrams and Venn diagrams) to gather and record simple data with some accuracy.

Plant Survival

- Identify and name a variety of plants and animals in a range of habitats and microhabitats.
- Describe how plants need water, light and a suitable temperature to grow and stay healthy.
- Begin to notice patterns and relationships in their data and explain what they have done and found out using simple scientific language.

DT

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Geography

- Ask and answer simple geographical questions through observation or simple data collection during fieldwork activities.
- Name and locate seas surrounding the UK, as well as seas, the five oceans and seven continents around the world on a world map or globe.
- Study aerial photographs to describe the features and characteristics of an area of land.

History

- Describe what it was like to live in a different period.
- Describe the everyday lives of people in a period within or beyond living memory
- Use historical models to make judgements about significance and describe the impact of a significant historical individual.

Computing

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Music

- Experiment with, create, select and combine sounds using the inter-related dimensions of music and listen with concentration to music.

Art

- Make simple sketches to explore and develop ideas.
- Draw from memory, imagination or observation, with some attention to detail.
- Describe similarities and differences between artwork on a common theme

Year 2 - Topic 2 - Coastline

Key Enquiry Question: Why is Whitstable special?

Key Skills:

- Study aerial photographs to describe the features and characteristics of an area of land.
- Ask and answer simple geographical questions through observation or simple data collection during fieldwork activities.
- Name and locate seas surrounding the UK as well as seas, the five oceans and seven continents around the world on a map or a globe.

Prior Knowledge:

- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom.
- Name the seas surrounding the United Kingdom.
- An explorer is a person who travels to places to discover what is there.

Key Vocabulary:

Word	Definition
charity	A group that raises money for people or animals in need.
coastline	The place where the land meets the sea or ocean.
emergency	A situation that is serious and dangerous and needs urgent help
erosion	A natural process where materials such as rock, sand and soil are moved from one place to another. As waves crash against the coastline, they break off or erode, tiny pieces of rock. Over time the coastline is worn away.
harbour	An area of the sea on the coast that is protected by strong walls, where ships can shelter.
human feature	A feature made by humans, such as a sea wall or lifeboat station.
physical feature	A feature that is formed naturally, such as a cliff or beach
sea defences	Sea defences are structures placed on the coastline to stop erosion.
tourist	A person who is travelling to or visiting a place for pleasure.

Key information:

Whitstable

Whitstable is a coastal town on the north Kent coast. It has a harbour, a lifeboat station and a shingle beach. The town has many amenities making it a suitable tourist destination, including accommodation, bars, restaurants and things to see and do.

Coastal Features

Physical features are naturally formed, not made by humans. Rain, ice, wind and the sea can change physical features over time.

Human features are those that have been made by humans. There are many human features on the coastline, such as shops, roads and piers.

