

<p>Topic Name – Street Detectives</p> 	<p>Year Group - Year 2 Spring 1</p> <p>Topic Purpose Question – How has the local area and community changed over the years?</p>	<p>Curriculum Coverage: Local History</p> <p>Topic Purpose – To know where people and events fit within the chronological framework and identify similarities and differences between ways of life in different periods using a wide vocabulary of everyday historical terms. As part of the topic questions should be asked and answered by choosing and using parts of stories and other sources to show that they know and understand key events, people and places in their own locality.</p>	<p>Class Novel: Just Jack</p> <p>Purpose- A novel with a moral message focused on PSHE - A boy hopes to settle into his new school and make a friend after he and his mum move house for the sixth time after his dad left.</p>
<p><u>Links to previous topics.</u> EYFS Me and My Community</p> <p><u>Links to future topics.</u> Year 2 Explores Year 2 Scented Garden Year 5 Industry</p>	<p><u>Science</u></p> <p><u>Use of everyday materials</u> Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular use. Activity: Natural or manmade materials used when building houses. Sort selection of materials into categories using properties and decide which material would be best suited for the job.</p>	<p><u>History</u></p> <p>Significant historical events, people and places in their locality.</p> <p>Changes within living memory – where appropriate, these should be used to reveal aspects of change in national life.</p> <p>Activities: Matthew Boulton – who was he and what impact did he have on the local community?</p> <p>Research the history of our school.</p> <p>Find the similarities and differences in the local shops and houses through different periods of time.</p> <p>How has Handsworth changed over time?</p> <p>Purpose Question: What impact has Matthew Boulton, a significant person, had on our local area and community?</p> <p>Key Vocabulary: Old, new, earliest, latest, a long time ago, recount, sequence, sources of evidence, timeline, past, present, before, after, decade, modern, local, similarity and difference.</p>	<p><u>Geography</u></p> <p><u>Human Geography</u> Use basic geographical vocabulary to refer to key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop. Activity: Name and locate the human features of the Handsworth.</p> <p>Look at old and new maps – how have the features changed over time?</p> <p><u>Physical Geography</u> Use basic geographical vocabulary to refer to key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather. Activity: Name and locate the physical features of the Handsworth.</p> <p>Look at old and new maps – how have the features changed over time?</p> <p>Purpose Question: How has the landscape of Handsworth changed over time?</p> <p><u>Geographical skills and fieldwork</u> Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise simple maps; and use and construct basic symbols in a key. Activity: Look at aerial photographs of Handsworth what can they see.</p> <p>Use simple fieldwork and observational skills to study Geography of their school and its ground and the key human and physical features of its surrounding environment. Activities: improving the school grounds with a new play area.</p> <p>Find out which vehicles use the road or streets near to school. Undertake a traffic survey, counting and tallying the numbers of cars, vans, trucks and any special vehicles, such as ambulances, bin lorries and police cars, in a given period of time. Present their findings in a pictogram.</p> <p>Purpose Question: Why is there so much traffic on our roads? Is there any way we could reduce the amount of traffic?</p> <p>Key Vocabulary: Settlement, City, Urban, Offices, Human feature, Physical feature, Left, Right, Landmarks, Aerial, Environment, Key, Symbol, location, North, East, South, West.</p>
<p><u>Engage Stage/Memorable Experience</u></p> <p>Explain that the children are detectives looking for clues about the past and the present to find out about changes that have taken place in the area over the years.</p> <p>Provide a simple map showing a specific route for children to follow around local streets. They can take photographs of each street on arrival and look out for the different features of each street, such as trees, a post box, a church, a playground or shop, drawing these on the map.</p>	<p><u>Observe and describe how seeds and bulbs grow into mature plants.</u></p> <p>Purpose Question Love to Investigate: How do plants grow in the winter? (Link to Scented Garden Topic)</p> <p>Key vocabulary: flowers (blossom), petals, fruit, roots, bulb, seed, stem, seeds, bulbs, water, light, temperature, growth, living wood, plastic, glass, paper, water, metal, rock, hard, soft, bendy, rough, smooth, property, hard, soft, stretchy, stiff, shiny, dull, rough, smooth, bendy, waterproof, absorbent, opaque, transparent, brick, paper, fabrics, squashing, bending, twisting, stretching elastic, foil</p>	<p><u>Computing</u></p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Recognise common uses of information technology beyond school. <p>Activities:</p> <ul style="list-style-type: none"> See Computing Planning. <p>Key Vocabulary: algorithm, instruction, order, debug, program, turn, left, right, clockwise, anticlockwise, blocks, sequence, project, repeat, repeat forever, invisible, grow, shrink.</p>	<p><u>DT</u></p> <p><u>Design</u> Design purposeful, functional, appealing products for themselves and other to use based on design criteria. Activity: Plan a prototype playground for the school with criteria where it needs to improve the health, fitness and wellbeing of the children in school using levers, sliders, pivot, joints etc...</p> <p><u>Make</u> Select from and use a range of tools and equipment to perform practical tasks. Activity: Make a prototype playground for the school with criteria where it needs to improve the health, fitness and wellbeing of the children in school using levers, sliders, pivot, joints etc...</p> <p><u>Evaluate</u> Evaluate their ideas and products against criteria. Activity: Evaluate their prototype playground for the school with criteria where it needs to improve the health, fitness and wellbeing of the children in school using levers, sliders, pivot, joints etc...</p> <p>Key Vocabulary: levers, sliders, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards, cutting, joining, shaping, finishing, fixed, free, moving, mechanism, names of tools, equipment and materials</p>
<p><u>Music</u></p> <p>Use their voices expressively and creatively by singing songs and speaking chants and rhymes.</p> <p>Play tuned and untuned instruments musically. Listen with concentration and understanding to a range of high-quality live and recorded music.</p> <p>Experiment with, create, select and combine sounds using the inter-related dimensions of music. Activities: Music Theory Lite with Keyboards</p>	<p><u>Computing</u></p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Recognise common uses of information technology beyond school. <p>Activities:</p> <ul style="list-style-type: none"> See Computing Planning. <p>Key Vocabulary: algorithm, instruction, order, debug, program, turn, left, right, clockwise, anticlockwise, blocks, sequence, project, repeat, repeat forever, invisible, grow, shrink.</p>	<p><u>DT</u></p> <p><u>Design</u> Design purposeful, functional, appealing products for themselves and other to use based on design criteria. Activity: Plan a prototype playground for the school with criteria where it needs to improve the health, fitness and wellbeing of the children in school using levers, sliders, pivot, joints etc...</p> <p><u>Make</u> Select from and use a range of tools and equipment to perform practical tasks. Activity: Make a prototype playground for the school with criteria where it needs to improve the health, fitness and wellbeing of the children in school using levers, sliders, pivot, joints etc...</p> <p><u>Evaluate</u> Evaluate their ideas and products against criteria. Activity: Evaluate their prototype playground for the school with criteria where it needs to improve the health, fitness and wellbeing of the children in school using levers, sliders, pivot, joints etc...</p> <p>Key Vocabulary: levers, sliders, pivot, slot, bridge/guide, card, masking tape, paper fastener, join, pull, push, up, down, straight, curve, forwards, backwards, cutting, joining, shaping, finishing, fixed, free, moving, mechanism, names of tools, equipment and materials</p>	

<p><u>Writing focus connected to topic</u> Nurse rhymes (3 weeks) Instructions (3 weeks)</p>	<p><u>PSHE</u> Goals and Dreams Goals to Success A Group Challenge Celebrating Our Achievements Careers Day</p>	<p><u>RE</u> Theme: Prayer at home Key Question: Does praying at regular intervals help a Muslim in his/ her everyday life? Religion: Islam Disposition: Living by rules</p>	<p><u>PE</u> Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities Activities: Team Building and problem solving. Participate in team games, developing simple tactics for attacking and defending. Activities: Games – Net/wall focus.</p>
<p><u>Extended/linked reading</u></p>			