## Curriculum Half Termly Overview

Street Detectives

Year group - 2

Term - Autumn 1



		Wow moment:	
		Becoming street detectives	
English text types		SPAG	
Core text:  Tyne and Wear folk tales - Adam Bushnell  Week 1-4: The smartest giant in town.  Text type: Cumulative/ change  Focus: character/ speech - Dialogue  Week 5-6: Get rid of giants  Text type: Persuasion  Unit 1 Ready to  Capital let  Learning k  Learning k  Unit 2 Commas  Learning k		rite tal letter for names of people, places, the days of the week, and the personal ers for names and for the personal pronoun I. w to use both familiar and new punctuation correctly. e sentences. ds and joining clauses using 'and'. w to use both familiar and new punctuation correctly.	Demarcate sentences:  Capital letters  Full stops Question marks  Exclamation marks  Nouns and verbs.  Subject/ verb identification.
	<ul> <li>Commas to separate items in a list.</li> <li>Unit 3 Word Classes</li> <li>Learn how to use expanded noun phrases to describe and specify.</li> </ul>		Expanded noun phrases for description and specification.  Embellished simple sentences using adjectives.
Maths		Tables and Mental Maths	MFL
Week 1-3: Place value Week 4-6: Addition and Subtraction		x2, x5 and x10 tables	Little Learners
Science		Computing	PSHE
<ul> <li>Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses</li> <li>Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.</li> </ul>		Key Skills: 2publish     Organise, store, manipulate and retrieve data in a range of digital formats.	<ul> <li>Being me in my world</li> <li>RE</li> <li>Why is the Bible special to Christians?</li> <li>What can we learn from the story of St Cuthbert?</li> </ul>
Geography		History	PE
N/A		Significant historical events, people and places in their own locality.	<ul> <li>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.</li> </ul>
<i>A</i> rt		D&T	Music
<ul> <li>Use a range of materials creatively to design and make products.</li> <li>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> <li>Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</li> <li>Produce creative work, exploring their ideas and recording their experiences.</li> <li>Evaluate and analyse creative works using the language of art, craft and design.</li> </ul>		N/A	<ul> <li>Keep a steady pulse in a group and solo with musical accompaniment; demonstrate at least 2 different time signatures (3/4 and 4/4).</li> <li>Rhythm Repeat back longer basic rhythms (at least 2 bars); performing notation (using crotchets, quavers and minims).</li> <li>Melody (and notation) Sing back short melodies that use around 3 pitched notes; Perform from rhythmic notation including crotchets and minims.</li> <li>Active Listening Identify where elements change (e.g. music gets faster or louder); replicate these changes in a simple performance.</li> <li>Composing Repeat back longer basic rhythms from memory (at least 2 bars) and add imitations of the rhythms.</li> <li>Performing Play longer phrases on untuned percussion instruments and body percussion.</li> <li>Singing Sing simple songs and folk songs in rounds.</li> </ul>