

History

-events beyond living memory that are significant nationally or globally (the great fire of London, the first aeroplane flight or events commemorated through festivals or anniversaries)

Design and Technology

- explore and evaluate a range of existing products
- evaluate their ideas and products against the design criteria
- build structures exploring how they can be made stronger, stiffer and more stable
- explore the use of mechanisms (levers, sliders, wheels and axels in their products)
- 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, when appropriate, information and communication technology
- select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining and finishing)
- select from and use a wide range of materials and components, including m construction materials, textiles and ingredients, according to their characteristics

Science – Uses of Everyday Materials

- 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

WOW!

Parents Christmas craft shop -
making Victorian toys

Victorian box – Touch stones

Victorian feasts

English

Book – Leather Shoe Charlie
Diary entries – diary of a day
in the life of Victorian child
Non-chronological reports

Computing

- use logical reasoning to predict the behaviour of simple programs
- 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

Year 2

Autumn 2– Victorians