

2 year rolling plan Deep studies- Class 2

		Autumn	Spring	Summer
Year A	Subject			
	DEEP STUDIES	(Y2&3) Animals Including Humans – what humans need to survive	(Y2) Living Things and Their Habitats – compare local and Caribbean habitats	Forces and Magnets (Y3) – collect scrap metal for the war effort
	Science	(KS2) Britain’s settlement by the Anglo-Saxons and Scots A group of Anglo-Saxons have just arrived and want to build a settlement in England. They need to work out where to settle based on what they need to survive.	(KS1) Study the lives of significant individuals - Mary Seacole – Important person from the Caribbean	significant historical events, people and places in their own locality (Evacuation) – Winston Churchill KS2 Local history study (Why children left Norwich)
	History	Our World	UK and Caribbean	Local History Study – Evacuees - WW2 has begun and children are being evacuated from London to Hainford. They want to help the war effort.
	Geography	Locational Knowledge: continents Hot and cold places How would we survive in these places?	Place Knowledge: Understand the similarities and differences between the UK and a country outside of Europe –Jamaica (KS2) Place Knowledge N/S America: Super hotel so no access to the beach	Land use & Settlements
	DT	(KS1) Build Structures: Explore how they can be made stronger, stiffer and more stable – A Saxon house with stones, wood and straw.	(KS2) Cooking and Nutrition: Prepare and cook a savoury dish and explain a balanced diet and the origin of ingredients -	How can we improve our local environment? Settlement: Why do we live in Hainford? How can we improve Hainford? (Environmental – litter)
	Art	Painting	Printmaking	(KS1) Technical Knowledge (sliders): Explore and use mechanisms in their products – A moving picture book about their evacuation.
	Computing	(Using a sketch book to record and develop ideas) Painting: <i>colour mixing</i> (Henri-Rousseau)	(Learn about William Morris /artists in history. Use printmaking to develop and share their ideas - animal prints	3D: Sculpture
	Trips	(KS1) Range of Materials: Weaving fabrics and threads - Weave a blanket for their home	(KS2) The Internet - Use search technologies effectively, responsibly and safely - Use the search engine Kiddle for research.	Use sculpture to develop and share their ideas – Alberto Giacometti fallen soldiers using /wire/tinfoil.
	Inquiry	(KS1) Algorithms: Use digital devices to program precise and unambiguous instructions - Program BeeBots to invade settlements. Trip: Norwich Castle - Anglo-Saxon day		Present Information Make posters/leaflets encouraging people to take in evacuees using Word. Trip: The Poppy Line – evacuation day

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	Deep Studies	<p>(Y3) Rocks – Cromer fossils Uses of Everyday Materials (Y2) – Identify waterproof and buoyant materials for boats</p> <p>(KS1) Study significant events, people and places in their own locality – Cromer and the local hero Henry Blogg. A local museum wants to put on an exhibit about Cromer in Hainford. They want to educate kids in a fun and interactive way.</p>	<p>(Y3) Light – Make Roman sundials</p> <p>(KS2) The Roman Empire and its impact on Britain. A group of Romans are going to invade England. Once they have successfully invaded they can begin to introduce their culture and expertise.</p> <p style="text-align: center;">Extreme Earth* (2020) Physical: Volcano / Earthquakes Vesuvius</p>	<p>(Y2&3) Plants – plant a garden for their London cityscape</p> <p>(KS1) Study events beyond living memory that are significant nationally – The Great Fire of London A local museum wants to put on an exhibit about the Great Fire of London. They want to educate kids in a fun and interactive way.</p>
	Science	Coasts and the seaside	(KS1) Technical Knowledge (levers): Explore and use mechanisms in their products – Make catapults that shoot rocks.	London, Rome and New York Ks2: Place Knowledge
	History	(KS1) Fieldwork Skills: Use aerial photographs to devise a simple map using basic symbols in a key. Use observational skills to study the geography of their school and the surrounding environment. – Sketch a map of Cromer and of the museum in Hainford	(KS1) Techniques: Use colour, pattern, texture, line, shape, form and space - Make a Roman Mosaic (collage).	(KS1) Build Structures: Explore how they can be made stronger, stiffer and more stable – Make a structure for a cityscape of London in 1666 (bridge, house, church tower...)
	Geography			
	DT			
	Art	(KS1) Range of Materials - Use construction materials and textiles according to their characteristics - Make a lifeboat that is water resistant and buoyant.	(KS1) Digital Content: Use technology to create, organise, store, manipulate and retrieve digital content - Film an epic battle scene with their catapults using an iMovie trailer (Swashbuckler)	(KS1) Drawing: Develop and share their ideas, experiences and imagination - Draw a cityscape of London using pastels/chalk (KS2) Great Artists - Lowry.
	Computing			
	Trips			
	Inquiry	(KS2) Sketchbook - Record their observations and use them to revisit ideas. (KS1) Painting: Develop and share their ideas, experiences and imagination - Paint Cromer beach.	Trip: Norwich Castle – A Day with The Romans and The Iceni	(KS1) Coding: Create and debug simple programs and use logical reasoning to predict the behaviour of simple programs - Program an animation on Scratch Junior telling the story of the Great Fire of London.
	(KS1) The Internet - Use technology safely and respectfully, keeping personal info private on the internet – Blog about Cromer on Seesaw		Trip/Visitor: Norwich Fire Station	
	Trip: Cromer - RNLI Henry Blogg Museum			