

2 year rolling plan Deep studies- Class 2
Year A: 2021- 2022

Subject	Autumn War and Remembrance	Spring Around the world	Summer The Saxons
Science	(Y2) Animals Including Humans – what humans need to survive (Y2) Living Things and Their Habitats – Food chains, Living things	(Y2) Living Things and Their Habitats Habitats (Y3) Animals Including Humans - Skeletons	(Y3) Forces and Magnets (Y3) Animals Including Humans - Nutrition and food
Computing	Digital Art- Y2- Use technology purposefully to create content inspired by Andy Warhol. Y3- Use a variety of software and devices to make art-work inspired by Andy Warhol and Pop art. Sharing Information: Word documents. Basic word skills. To select, use and combine a variety of software to design and create content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	E-Safety- Using the Internet – Y2/3 Use search technologies effectively, responsibly and safely. Y2- Identify where to go for help when. Y3- Identify a range of ways to report concerns.	Programming- Minecraft Y2 Use digital devices (Beebots) to program precise and unambiguous instructions. Y3- Design write and debug simple algorithms to programme a character in Minecraft on code.org.
History	WW1 and Remembrance Y2- A significant event in their own locality. Y3: A local history study Looking at the impact of WW1 in the local area by visiting the war memorial and Remembrance Day services. <i>Trip: The Poppy Line – evacuation day</i>	The Black Death Y2- An event beyond living memory significant globally. Y3- An aspect in British history beyond 1066 (The Great Plague).	Y3- Britain’s settlement by the Anglo-Saxons and Scots <i>Trip: Norwich Castle - Anglo-Saxon day</i>
Geography	Hainford (KS1): Use fieldwork skills to map the surrounding area. (KS2): Understand how it has changed over time.	The World (KS1): Locate continents, oceans, the equator and weather patterns around the world. (KS2): Describe biomes and climate zones.	UK Land-Use (KS1): Locate countries and capital cities of the UK and its surrounding seas. (KS2): Locate human and physical characteristics in UK. Identify land-use patterns.
DT	Sliders (KS1) Explore and use mechanisms in their products to create a moving animal. (KS2) understand and use mechanical systems.	Fabric Bunting (KS1/2)- Select from and use a wider range of materials and components including textiles.	Cooking and Nutrition: (KS1) Use the basic principles of a healthy and varied diet to prepare dishes. Veg Dippers. (KS2) Prepare and cook a savoury dish and explain a balanced diet and the origin of ingredients. Tortilla chip dippers.
Art	Portraits Study the work of famous pop artist Andy Warhol. Use sketchbooks to record observations of their own faces. Use paint and digital software to create a portrait of a person during WW1.	Printmaking Study the work of famous artist Henri Rousseau to inspire animal themed prints. Mix a range of colours, and use different techniques and materials for making printing blocks.	(KS1) Textiles: Weaving fabrics and threads - Weave a blanket for their home. Sewing: Learn different stitches.

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Year B: 2020-2021

Subject	Autumn London	Spring The coast	Summer The Romans
Science	<p>Y2 Uses of Everyday Materials- How the shapes of solid objects can be changed.</p> <p>Y2 Uses of Everyday Materials – Suitability of materials. Identify waterproof and buoyant materials for boats</p>	<p>Y3 Rocks – Cromer fossils</p> <p>Y3 Light</p>	<p>Y2- Plants</p> <p>Y3- Plants</p>
Computing	<p>Files:</p> <p>Y2- Use technology to create, organise, store, manipulate and retrieve digital content including documents, images and web pages. (Focus on Teams and seesaw- online learning)</p> <p>Programmed Animation :</p> <p>Y2- Use digital devices to program precise and unambiguous instructions.</p> <p>Y3- Design write and debug simple algorithms to programme an animation on Scratch.</p>	<p>E- Safety-</p> <p>Y2/Y3- Use technology safely and respectfully, keeping personal info private on the internet – Blog about Cromer on Seesaw</p> <p>Y2- Identify where to go for help when.</p> <p>Y3- Identify a range of ways to report concerns.</p> <p>Emails- Use emails to effectively, responsibly and safely communicate and collaborate online.</p> <p>Y2- recognise common uses of information technology beyond school</p> <p>Y3- understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</p>	<p>Research:</p> <p>Y2- Use technology purposefully to create, organise, store, manipulate and retrieve digital content about the Roman Empire and its impact on Britain.</p> <p>Y3- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Sharing Information:</p> <p>Y2/3- To design and create content on a computer about the Great Fire of London. Publisher.</p>
History	<p>Great Fire of London</p> <p>Y2- An event beyond living memory significant nationally.</p> <p>Y3-An aspect in British history beyond 1066.</p> <p>Trip/Visitor: Norwich Fire Station</p>	<p>Henry Blogg</p> <p>Y2-: A significant person and event in their own locality</p> <p>Y3- A local history study.</p>	<p>Romans and The Iceni</p> <p>Y3- The Roman Empire and its impact on Britain.</p> <p>Trip: Norwich Castle – A Day with The Romans</p>
Geography	<p>Cities</p> <p>Y2/3- Understand geographical similarities and differences between London, Rome and Rio de Janeiro.</p>	<p>The Coast</p> <p>Y2/3- Use fieldwork skills to map out the human and physical features of Cromer.</p> <p>Trip: Cromer - RNLi Henry Blogg Museum</p>	<p>Extreme Earth</p> <p>Y2- Identify areas with extreme weather around the world.</p> <p>Y3- Understand and describe earthquakes and volcanoes (Mount Vesuvius).</p>
DT	<p>Strong Structures:</p> <p>Y2- Explore how a structure can be made stronger, stiffer and more stable for making a bridge.</p> <p>Y3- To develop their understanding of how to strengthen, stiffen and reinforce more complex structures.</p>	<p>Buoyant Boats –</p> <p>Y2- Use construction materials according to their characteristics to make a lifeboat that is water resistant and buoyant.</p> <p>Y3- To use a wider range of materials and components.</p>	<p>Catapult levers:</p> <p>Y2- Explore and use mechanisms in their products to create catapults that shoot rocks.</p> <p>Y3- understand and use mechanical systems.</p>
Art	<p>Buildings</p> <p>Y2/3- Use a range of materials to draw and collage London buildings.</p> <p>Y3- Study the work of Christopher Wren (Architect) and Thomas Heatherwick (designer).</p>	<p>Landscapes</p> <p>Y2/3- Use sketch books to record observations of the seaside town of Cromer. Use a range of techniques to draw and paint the coast.</p> <p>Y2/3- Explore the work of the famous artists Alfred Wallis, William Turner and Hokusai.</p>	<p>Sculpture:</p> <p>Y2/3- Use a range of techniques and materials to sculpt Roman coins and mosaic tiles with inlays and embellishments.</p> <p>Y3- Improve mastery of sculpture techniques.</p>

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