

Class2 Autumn 2019 Medium term plan

session	1	2	3	4	5	6
English	Reading week- The Tin Forest CLPE plan	Reading week- The Tin Forest CLPE plan	Traditional tales - The Fisherman and his wife Predictions Identify setting Describe weather/ its impact on 'mood' of story Create actions to re-tell story	How actions reveal character's thoughts and feelings Use drama / hot-seating Write letter Special phrases	Themes/moral What if not...? Create own characters Plan own tale Time phrases to link ideas	Write tale to read to younger children.
SPAG	Ay Full stop, capital letter	Ee Question statement	Igh Noun, noun phrase	o-e suffix -ful	Oo Suffix -less	Or Compound words
Maths	Numbers to 100 Count to 100 Write 1more/less Ext -Sequence any set of 2-digit numbers	Place value Recognise value of Tens & ones Use < > Compare and order Represent with base ten equipt and numberline Ext- locating 2-digit numbers on (nearly)empty 100 sq.	Addition/ Money Recall facts to 10 and 20 Recognise coins Exchange coins for an equivalent amount Ways to make £1 Ext-investigating amounts using diff coins	Subtraction Subtract a 1-digit number from a teens /2-digit number Subtract 10 from a teens/2-digit number Ext - find pairs of numbers with diff of 11	Addition Count on in 10s from any number Add 20, 30 Add to 25 using coins Add 3 numbers Ext - missing numbers	Number Patterns Recognise Odd/even to 20/50/100 Add two numbers to give odd/even total Reasoning about number and organising ideas - dice sum/ block graph /investigation

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History	<p>Who were the Anglo Saxons? KWL grid LO Use every day historical terms/ ask historically valid questions</p> <p>LO Fit Anglo-Saxons into a chronological frame work / develop secure knowledge of British chronology</p> <p>BBC video Order pics onto timeline</p>	<p>Why did they come?</p> <p>LO Understand key features of events / address questions about change and cause</p> <p>BBC video Act in role as a villager in an Anglo-Saxon village to talk about why you came</p>	<p>What were their houses like?</p> <p>LO Identify similarities and differences between then and now / note connections and contrasts</p>	<p>What jobs did they do?</p> <p>LO Understand the ways we find out about the past / understand how our knowledge is constructed from range of sources</p> <p>act in role as a villager in an Anglo-Saxon village to talk about what it is like to live there and the jobs that have to be done</p>	<p>What did they wear?</p> <p>LO Identify different ways the past is represented / select and organise historical information</p> <p>make eg an item of jewellery as authentic as possible.</p>	<p>What did they believe?</p> <p>LO Understand the ways we find out about the past / understand how our knowledge is constructed from range of sources</p> <p>Castle visit</p>
geography	<p>LO ask simple geographical questions; Where is it? What's it like?/ Begin to ask/initiate geographical</p>	<p>LO Describe key physical features: coasts, hills, rivers, vegetation....</p> <p>Where should we build the settlement?</p>	<p>LO Draw a map of a possible Saxon village/ consider scale</p> <p>In small groups, draw and cut out simple pics of geog</p>	<p>LO Begin to/ understand the need for a key. Use class agreed /standard symbols to make a simple key</p> <p>Draw indiv map of</p>	<p>LO Use world maps, atlases, globes, google earth to identify UK and its countries / locate countries where Saxons came from</p>	<p>LO express views on the environment of a locality and recognise how people affect the environment/ Explore geographical issues</p>

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	questions. What will the Saxons need?		features. Arrange on flipchart paper. Think about eg collecting water/wood/works hops near resources/footpaths	group model	label a map to show the seven Anglo-Saxon kingdoms	through discussion Match up given place names and meanings /find other examples Label these on a map of Britain.
art	Painting Y3 unit Suffolk art scheme					
DT	LO design / develop design criteria Bookmark (link with reading week)	LO select appropriate materials, cut, shape and finish / accurately	LO evaluate product against design criteria / views of others	LO design / develop design criteria Build a strong and sturdy Saxon house with stones, wood and straw.	LO select appropriate materials, cut, shape and finish / accurately	LO evaluate product against design criteria / views of others
RE	People of God What is it like to follow God? Noah and covenant <i>From Understanding Christianity</i>					
PE	Throwing and catching / passing and receiving <i>From Val Sabin Primary Games Y2 unit1/ y3 unit 1</i>					