

2 year rolling plan for inquiry topics - Class 2

Year A	Subject	Autumn	Spring	Summer
		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.	A group of authors want to publish an Encyclopaedia about the Caribbean. They want it to be fun and interesting for children.	WW2 has begun and children are being evacuated from London to Hainford. They want to help the war effort.
		(Y2&3) Animals Including Humans – what humans need to survive	(Y2) Living Things and Their Habitats – compare local and Caribbean habitats	(Y3) Forces and Magnets – collect scrap metal for the war effort
	Inquiry	(KS2) Britain's settlement by the Anglo-Saxons and Scots	(KS1) Study the lives of significant individuals - Mary Seacole – Important person from the Caribbean	(KS2) Study an aspect of British history - A significant turning point in British history - the Battle of Britain (WW2).
	Science			
	History	(KS1) Physical Geography: Describe key physical features: coasts, hills, rivers, vegetation.... – finding somewhere to settle	(KS1) Place Knowledge: Understand the similarities and differences between the UK and a country outside of Europe – Compare the UK and Caribbean	(KS1) Locational Knowledge: Name and locate the world's 7 continents and 5 oceans, including the 4 countries and capital cities of the UK and its seas. (KS2) Geographical Skills: Use world maps, atlases and globes - Locate countries involved in WW2
	Geography			
	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 - Caribbean rice dish.	(KS1) Technical Knowledge (sliders): Explore and use mechanisms in their products – A moving picture book about their evacuation.
	Art			
	Computing	(KS1) Range of Materials: Weaving fabrics and threads - Weave a blanket for their home	(KS1) Painting: Develop and share their ideas, experiences and imagination - Paint a Caribbean animal using the pointillist style (KS2) Great Artists - Georges Seurat (pointillist)	(KS1) Sculpture: Develop and share their ideas, experiences and imagination - Make a mural to remember the soldiers using clay/wire/tinfoil.
	Trips	(KS1) Algorithms: Use digital devices to program precise and unambiguous instructions - Program BeeBots to invade settlements. Trip: Norwich Castle - Anglo-Saxon day	(KS2) The Internet - Use search technologies effectively, responsibly and safely - Use the search engine Kiddle for research.	(KS2) Present Info - Collect, evaluate and present info using a range of programs - Make posters encouraging people to join the war effort using Publisher Trip: The Poppy Line – evacuation day

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Year B	Subject	Autumn	Spring	Summer
	Inquiry	A local museum wants to put on an exhibit about Cromer in Hainford. They want to educate kids in a fun and interactive way.	A group of Romans are going to invade England. Once they have successfully invaded they can begin to introduce their culture and expertise.	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.
	Science	(Y3) Rocks – Cromer fossils	(Y3) Light – Make Roman sundials	(Y2&3) Plants – plant a garden for their London cityscape
	History	Uses of Everyday Materials (Y2) – Identify waterproof and buoyant materials for boats	(KS2) The Roman Empire and its impact on Britain.	(KS1) Study events beyond living memory that are significant nationally – The Great Fire of London
	Geography	(KS1) Study significant events, people and places in their own locality – Cromer and the local hero Henry Blogg.	(KS1) Geographical Skills: Use compass directions and positional language: N, S, E, W, left, right, near, far - positioning catapults and sundials	(KS1) Human Geography: Describe human features: city, town, village, factory, farm, house, office, port, harbour and shop
	DT	(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) Technical Knowledge (levers): Explore and use mechanisms in their products – Make catapults that shoot rocks.	(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...)
	Art	(KS1) Range of Materials - Use construction materials and textiles according to their characteristics - Make a lifeboat that is water resistant and buoyant.	(KS1) Techniques: Use colour, pattern, texture, line, shape, form and space - Make a Roman Mosaic (collage).	(KS1) Drawing: Develop and share their ideas, experiences and imagination - Draw a cityscape of London using pastels/chalk (KS2)
	Computing	(KS2) Sketchbook - Record their observations and use them to revisit ideas. (KS1) Painting: Develop and share their ideas, experiences and imagination - Paint Cromer beach.	(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)	Great Artists - Lowry.
	Trips	(KS1) The Internet - Use technology safely and respectfully, keeping personal info private on the internet – Blog about Cromer on Seesaw	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.
		Trip: Cromer - RNLI Henry Blogg Museum		Trip/Visitor: Norwich Fire Station