

Medium Term Planning		Learning Journey Map		Term: Spring 2	Weeks: 6
Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture					
Teaching and Learning Principles and Curriculum Driver					
Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Force for Positive Change Who or what has been a force for positive change? How can we be a force for positive change?		
Looking after caterpillars and releasing butterflies. Comic relief. World Book Day	Which offspring belongs to which animal? What do humans and animals need to survive? What happens to my body when I exercise?	Looking after caterpillars and releasing butterflies. Comic relief. World Book Day	Looking after animals. Creating healthy recipes for the new community café. Understanding how to keep our body healthy. Helping others overcome worries.		

YEAR 2 Title: Spring has Sprung		Curriculum Opportunities: History – Key historical figures Geography – Map work		Maths Place value -Compare and order numbers from 0-100, using the < > and = sign. Subtraction -Recall and use subtraction facts up to 20 fluently and derive and use related facts up to 100. Fractions -Recognise, find, name and write fractions 1/3, 1/4, 2/4 and 3/4. Geometry -Identify and describe properties of 2D and 3D shapes. Time Tell and write the time to five minutes, including quarter past/to the hour.		English Poetry – generating vocabulary. -Use poetry to generate vocabulary on Spring. Narrative – Zoo by Anthony Browne. -Write a narrative on 'Do animals have dreams?' Non-Fiction - instructions - Write a set of instructions for a game. Spelling – suffixes -less, ly. Apostrophes or contracted words and possession. Handwriting – Continuous cursive handwriting. Guided reading – daily sessions focusing on reading skills.	
Big Bang - Senses spring walk.		Learning Journey – Science -To identify which offspring belongs to which animal including those that look alike and those that don't. -To identify which animals have live young and which lay eggs. -To understand what animals and humans need to survive. -To understand the difference between healthy and unhealthy foods. -To understand what happens to my body when I exercise.					
School Trips/Special Events -Looking after caterpillars and releasing butterflies. - Senses spring walk.		Learning Journey – RE -To explore the resurrection of Jesus and understand why it is important to Christians. -To explore why Jesus came back to life.		Music - Glockenspiel -To read musical notation. -To perform a 3 and 4 note piece (C, D, E, F).			
Celebration - Releasing butterflies.		Art – Sculpture -To take inspiration from others (Carl Faberge) -To master techniques (sort and arrange materials to create texture). -Design, create and evaluate my egg.		PE - Outdoor – Games -To dribble, pass and shoot a ball. PE – indoor – Gymnastics -To explore rolling and jumping on the floor and apparatus.		PSHE – Healthy Me -To know how to keep my body healthy. -To understand what relaxed means and how I can stop myself feeling stressed. -To understand how medicines work in my body. P4C – Worries -Discussion based around worries and how we can help stop them.	
Computing - Pictograms - Counting and comparing data -Entering data -Creating pictograms -Comparing people -Presenting new information							