SHAMBLEHURST PRIMARY SCHOOL ENQUIRY PLANNING MODEL

Shamblehurst Curriculum – Medium Term Planning – Term Year Two

SMSC

Spiritual:

- being reflective about their own beliefs and perspective on life
- knowledge of, and respect for, different people's faith, feelings and values
- Sense of enjoyment and fascination in learning about themselves, others and the world around them
- Use of imagination and creativity
- Willingness to reflect on their experiences

Moral:

- Recognise the difference between right and wrong and to readily apply this understanding in their own lives, recognise legal boundaries, respect civil and criminal law
- Understand the consequences of their behaviour
- Interest in investigating and offering reasoned views and moral and ethical issues and ability to understand and appreciate the viewpoints of others

Social:

- Work and socialise with other pupils
- Participate in a variety of communities and social settings, including volunteering, cooperating well with others and being able to resolve conflicts effectively
- Acceptance and engagement of fundamental British Values DEMOCRACY, RULE OF LAW, INDIVIDUAL LIBERTY, MUTUAL RESPECT, TOLERANCE of those with different faiths and beliefs

Cultural:

- Understanding and appreciation of wide range of cultural influences that have shaped their heritage and that of others
- Understanding and appreciation of a range of different cultures in the school and further afield
- Recognise and value things we share in common cultural, religious, ethic, socio-economic
- Knowledge of British democratic parliamentary system and its central role in shaping history and values
- Willingness to participate in and respond positively to artistic, musical, sporting and cultural opportunities
- Interest in exploring, improving understanding of and showing respect for different faiths and cultural diversity and the extent to which they understand, accept and respect diversity

Concepts Truth, Judgement, Service and Identity

Enquiry Question

What makes a hero?

Mind-map

Global Neighbour

Explain how their lives are connected with people and places across the globe and the effects of local actions on the wider world

Ask and explore 'big questions' about suffering, inequality and justice with reference to particular global issues

Discuss and develop an understanding of the nature, causes and effects of poverty, disadvantage, injustice and exploitation of the natural world

English

A collection of descriptive writing on a variety of heroes (real and fictional)

The Three Little Wolves and the Big Bad Pig - Character description, 2 diary entries and a narrative

Dips and dippers - Instructional writing (DT link)

The fire service - A non-chronological report

Guide dogs - Information poster

Superheroes - Comic strips (short narratives)

Superhero poems

Lead Curriculum subject 3

Computing

Create an image using digital media based on the children's heroes

Using beebots to follow instructions on a map

Enquiry question What makes a hero?

Lead Curriculum subject 2

DT

Children will learn to use different tools and equipment to create a vehicle

Children will cut and join materials to create their vehicle

Children will learn to make hinges, levers and sliders to their vehicle

Cooking - Children will be making dips and dippers

Lead Curriculum Subject 1

ART

Children will learn about the artist Picasso and explore portraits and cubism

Children will create their own Picasso portraits

Key Learning From main trunks – use Skills and Progression documents to inform planning.
What will the children learn?

How?

What opportunities am I going to give the children so that they can learn?

Outcomes

What will the learning look like? How will the learning be recorded?

Art - Picasso – portraits – cubism		
Exploring, developing, evaluating ideas: Begin to understand how to develop their ideas and improve their work. Begin to explore work of artists and discuss. Be introduced to reviewing what they and others have done	Children will learn about the artist Pablo Picasso. They will explore a variety of his work and discuss with their partners what they like or dislike. Children will practise a variety of techniques. They will talk about what they have done well and how they can improve before creating their final piece of art.	Create a piece of art inspired by Picasso Children will evaluate their own art by writing about what they have done well and what they want to improve
Drawing : Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.	Children will explore different drawing techniques as they sketch themselves in the style of Picasso.	
Experiment with pencils to create tone. Use tone to create form when drawing.		
Painting: Further improve skills and control. Paint with creativity and expression.	Children will learn to tone and shade using paint to then use in their own painting	Colour mixing to create tone and shade.
Digital Media: Use simple graphics to create images and change line and shape using basic tools.	Using seesaw, children will learn to use shapes to create a piece of art	A piece of art of their hero, inspired by Picasso

3D: Be introduced to using tools safely. Experiment with constructing, joining to create 2d and 3d models.	Linked to DT Children will use nets to create their fire engines.	Children will create fire engines. See DT
---	---	---

Key Learning From main trunks – use Skills and Progression documents to inform planning. What will the children learn?	How? What opportunities am I going to give the children so that they can learn?	Outcomes What will the learning look like? How will the learning be recorded?
Design Name and describe what they are designing and making, as well as, explaining its purpose and who they are for Give a clear purpose and function for their product	Children will design their fire engines. They will label each part of their design.	3D fire engines with sliders
 Explain the difference between a drawn picture and a design Name the key components in their design and explain how each material/technique will be used to ensure their product will work Explain in a little more depth how their product will work and how they will overcome any problems or issues they may have 	Children will explain how their designs work to their peers. Class discussions about possible problems and how to overcome issues	Children to design and evaluate their work

•	Use existing knowledge about
	materials to help in the design
	process

- Understand and use a template and/or a mock up in the design process
- Begin to use technology to communicate ideas

Make

- Name different tools and equipment and understand which would be the most suitable for the purpose
- Name different materials and select the correct one to suit the purpose of the design and product
- Know and understand the safety rules for the different tools/equipment they will be using
- Know how to measure more
 accurately using the correct
 measuring implement for the purpose
 and product

Children will use a template for their design

Children will use different tools such as scissors etc to cut the nets for their fire engine.

Children will measure the dowling for the axles to ensure it fits their fire engines.

Children will create a moving axle for their fire engines.

Children to create their 3D fire engines

- Select and use the most appropriate joining technique to suit the materials and product
- Select appropriate finishing techniques to suit the product design and purpose
- Add a slider/lever to their product and explain how it enhances and/or improves their product
- Know how to add a moving axle to their product
- Understand how to make a product stronger and more stable
- · Fold, tear and cut papers and card.
- · Cut along lines, straight and curved
- · Use a hole punch
- Mark out materials to be cut using a template
- Insert paper fasteners for card linkages
- · Create hinges
- · Use simple pop ups
- Investigate temporary joining fixed and moving

Children will experiment with different joining techniques to ensure they choose the joining technique suitable for the purpose

Children will be reminded of the sliders they made in Year 1. Children will then create a slider to go with their fire engine, possibly a fireman waving.

Knowledge of suitable joining techniques

a product stronger and more stable

Evaluate		
· Explore and evaluate a range of		
existing products		
· Discuss ideas and products with		
others.	Children will look at their fire engine designs	
· Make judgements about their	and share ideas with their peers.	
product against the design criteria	After completing their fire engines, they will	Evaluation of the final product
and use these judgements to suggest	evaluate their work and talk about what they	Evaluation of the final product
ways to improve their product	have done well and what they need to	
Technical knowledge	improve.	
· Know and use the correct		
vocabulary for the products they are		
making		
· Explain the difference between		
levers and sliders and select the	Children will learn to use vocabulary such as	Improved vocabulary
appropriate one for their product	axle, wheel, movement, sliders etc.	
· Understand the difference		
between a fixed and a moving axle		
and choose the most appropriate one		
for their product	Table with differences and similarities of	Children will understand the difference
· Choose the most appropriate	moving and fixed axles	between fixed and moving axles
materials and/or equipment to make		

 Know that 3D textiles products can be assembled and joined together using two identical fabric shapes

Children will be given a variety of materials to experiment with, to decide which material will be better suitable for their fire engine.

Cooking and nutrition DT - Cheese dippers

- Develop a food vocabulary using taste, smell, texture and feel.
- Know and understand how to prepare food safely and hygienically, with or without a heat source
- Know and understand the difference between peeling, cutting and grating and select the correct equipment to undertake each technique

Measure and weigh food items using non-statutory measures – spoons, cups

Children will learn to use the vocabulary peeling, cutting, grating and use the appropriate equipment.

Children will be taught to use the equipment safely.

Children will cut, grate, and peel vegetables/ cheese for their cheese dip.

Children will work in group to measure the correct ingredients to make their cheese dip.

Children will record their recipe to share on seesaw.

Children create a cheese dip with vegetables for their picnic.

Children will work as a group to do a 'Youtube' vlog on seesaw.

Key Learning From main trunks – use Skills and Progression documents to inform planning. What will the children learn?	How? What opportunities am I going to give the children so that they can learn?	Outcomes What will the learning look like? How will the learning be recorded?
Computer Science Recognise that sequences of instructions can be thought of as algorithms (This could include spelling rules/recipes/arithmetic operations) - Begin to program on screen using sequences to create algorithms (Apps including Bee Bot, Lightbot, Scratch Jr - Debug errors in their own codes on screen Give logical explanations for what they think a program will do - Begin to explain why a program will do something with evidence	Programming a Robot: Children will follow instructions given to them and give instructions to others. They will consider the language used to give instructions, and how that language needs to be clear and precise. Children will combine several instructions into a sequence that can then be issued to another learner to complete. They will then consider a clear and precise set of instructions in relation to an algorithm, and will think about how computers can only follow clear and unambiguous instructions.	Children will understand the importance of giving clear instructions.
	Children will focus on sequences, and consider the importance of the order of instructions within a sequence. They will create sequences using the same instructions in different orders. They will then test these sequences to see how the different orders affect the outcome. Children will use logical reasoning to make predictions. They will follow a program step	Children will learn to give instructions in the correct order as it can affect the outcome.

by step and identify what the outcome will be. Children will design, create, and test a mat for a floor robot. This will introduce the idea that design in programming not only includes code and algorithms, but also artefacts related to the project, such as artwork. Information technology Children use seesaw to create a piece of art Use an increasing range of technologies to Seesaw piece of art inspired by Picasso saved inspired by Picasso. store and retrieve content for a given in their art folders purpose. (iPads and Laptops) - Use folders to Children create folders for their art etc. store different items to help with work or presentations - Create and edit original content for a given purpose using an increasing amount of technology. **Digital literacy** The children will be introduced to the - Begin to understand that photos taken with smartphone can contain additional hidden concept that images can be changed for a information such as where the photo was purpose. Children will be introduced to a range of taken images that have been changed in different ways and through this, develop an awareness that not all images they see are real. Online safety

SCARF	

Key Learning From main trunks – Global	How?	Outcomes What will the learning look like?
Neighbours What will the children learn?	What opportunities am I going to give the children so that they can learn?	What will the learning look like? How will the learning be recorded?
 encourages pupils to ask questions and develops critical thinking is participatory and experiential; affective as well as cognitive challenges assumptions and stereotypes, fostering self-awareness, permitting learners to acknowledge in themselves a range of motivations/attitudes, and to question the way they think includes opportunities for pupils to 	RE children will be thinking of questions to ask a vicar about the Bible and authority P4C lessons will provide the children the opportunity to question the way they think	Hedge End St Luke's church to talk to children about the Bible
respond and make a positive contribution. Explain how their lives are connected with people and places across the globe and the effects of local actions on the wider world Ask and explore 'big questions' about suffering, inequality and justice with reference to particular global issues Discuss and develop an understanding of the nature, causes and effects of poverty, disadvantage, injustice and exploitation of the natural	Rainforest day (20-22 Jun) - discussion around climate change and our impact on the earth. Plants - science unit. What we get from plants and why they are important. Overusing plants and not looking after them. Whole school hero dress-up day. Children bring a pound for donations. Visit from the guide dog charity. Children will learn about	Following our plant experiment, children then plant more plants in the school grounds to help our environment thrive.
world Actively participate in planning and taking action against poverty and for a more just	their importance and be given the chance to make a positive contribution; making posters (English) and money for donations	

and sustainable world – and be able to	Aaron Phelps - paralympian to talk to	
explain why this action is important.	children	

Additional Learning opportunities

NC Subject	Skills/Knowledge	Outcomes
Scarf	 Identify safe secrets (including surprises) and unsafe secrets; Recognise the importance of telling someone they trust about a secret which makes them feel unsafe or uncomfortable. 	Children will understand the importance of secrets and surprises
	 Demonstrate active listening techniques (making eye contact, nodding head, making positive noises, not being distracted); Suggest strategies for dealing with a range of common situations requiring 	Children will be given scenarios and learn to solve the problems

negotiation skills to help foster and maintain positive relationships. Children will learn to give each other A helping hand instructions and give each other positive • Demonstrate simple ways of giving feedback positive feedback to others I don't like that! Class discussion Recognise that body language and facial expression can give clues as to how comfortable and safe someone feels in a situation; • Identify the types of touch they like and do not like; • Identify who they can talk to if someone touches them in a way that makes them feel uncomfortable. Bullying or teasing? Class discussion - clear scenarios sorted into • Define what is meant by the terms teasing and bullying 'bullying' and 'teasing' showing an understanding of the difference between the two; • Identify situations as to whether they are incidents of teasing or bullying.

Don't do that Children will make a poster of 'Don't do that' sentences • Understand and describe strategies for dealing with bullying: • Rehearse and demonstrate some of these strategies Types of bullying Children will be able to identify the different • Explain the difference between

bullying and isolated unkind behaviour;

- Recognise that that there are different types of bullying and unkind behaviour;
- Understand that bullying and unkind behaviour are both unacceptable ways of behaving

Some secrets should never be kept

- Identify how inappropriate touch can make someone feel;
- Understand that there are unsafe secrets and secrets that are nice surprises;
- Explain that if someone is being touched in a way that they don't like they have to tell someone in their safety network so they can help it stop.

types of bullying

Children will understand the importance of using their support network to talk to

	 Identify special people in the school and community who can help to keep them safe; Know how to ask for help Playing games	Class discussion Visit from a police officer
P4C	Through different stimuli such as video clips and books, children will begin to understand the meaning of these concepts: judgement, truth, service and identity. Judgement: https://www.youtube.com/watch?v=Ji5CB0 UDFLQ	Children will have a better understanding of these concepts and will be able to talk about them
RE- The Bible - Authority	The Bible - Authority: Children will describe in simple terms the concept of authority Children will simply describe ways in which Christians show that the Bible has authority for them Children will evaluate the concept of authority by describing in simple terms the value of the Bible's authority to Christians Children will describe in simple terms their response to authority Children will identify simple examples of how responses to authority are different in	Children use dictionaries to identify the meaning of authority. Class discussions Visit from a vicar for children to ask questions about the Bible and authority Class discussion Children to use seesaw to record their thinking of authority Class discussion

	different situations and for different	
Shabbat	people.	
		Class discussion - Create a bubble map of ideas to be used for their books
	Shabbat	
	Children will talk about their own responses	
	to remembering Children will identify what it is important to	Create a concept map
	remember, and when	Recap their learning from Year 1
	Children will identify and talk about words associated with remembering	Create a Shabbat table top Children to have a picture and label the parts
	Children will recognise that Jewish people	ciliaren to have a picture and laber the parts
	remember creation and the day of rest when they celebrate Shabbat	Group work and card sorting activity
	Children will evaluate remembering when	
	talking about how important it is for Jewish	
	people, how important <i>remembering</i> is for them	
Geography	Introduce vocabulary such as beach, cliff, sea, ocean, valley, vegetation	
	Using bee bots children will use a world map to to identify number coordinates	Children will be able to identify simple letters and coordinates on a map. Children will be able to give each other instructions.
	Children will create map of the school grounds using basic symbols in a key	Children will create a simple map of the school grounds wish they can share with Year 1 children coming to Year 2

Science	Plant seeds - find out and describe how plants	Observing cress seeds in the different conditions
	need water, light and suitable temperature to	Record the different findings on seesaw
	grow and stay healthy. Observe the plants over	Record the different findings off seesaw
	time.	
	Observe and describe how bulbs/beans grow into	Bean/ bulb diary - using simple diagrams to show
	mature plants - Hydroponics	their findings.
		G