

# **Croxby Primary Academy**

Year 2: Time Machine! Medium Term Plan Knowledge Acquisition – 2 weeks x3 Knowledge Application – 1 week x3

## <u>Skills</u>

Communicate clearly	X
Collaborate with others	X
Apply knowledge to new situations	X
Make judgements and decisions	X
Ask questions	X
Solve problems	X
Metacognition	X
Reflect	X
Adapt to change	
Manage goals and time	Х
Take risks	X
Self-direct learning	X
Persist despite setbacks	X
Be curious	X
Manage projects	Х
Guide and lead others	X
Access and evaluate information	
Analyse media	
Create media products	
Apply technology effectively	
Perform in front of a group	X
Select and use appropriate writing genres	Х
Use tier 2 and tier 3 vocabulary	X

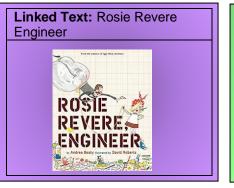
## **Showcase**

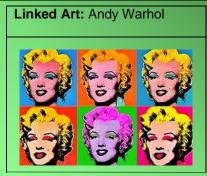
Role Play	X
IT Presentation	Х
Poster	Х
Design Creation	Х
Digital Media	
Art Work	Х
Dance	
Production	
Writing Genre - Narrative	Х
Writing Genre - Non Fiction	Х

#### Supplementary Documents

Knowledge Organiser – Time Machine! Science MTP- Uses of Everyday Materials and Plants Science Knowledge Organiser – Uses of Everyday Materials and Plants Knowledge Organiser – Year 2 Art Purple Mash Planning Materials PE MTP

> Spaced Retrieval of Prior Learning Y1 – Our changing Planet Y2 – Jet, Set, Go!





### **Curriculum Learners**

As historians, we will investigate the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life from different periods (compare Elizabeth 1 to Queen Victoria. Look at Victorian times and compare to now).
We will investigate events beyond living memory that is significant nationally or

We will investigate events beyond living memory that is significant nationally or globally (inventions from the past. How do they help us now?).

- As geographers, we will use aerial photographs to recognise landmarks and basic human and physical features (using basic geographical vocabulary).
- As product designers, we will design and make purposeful products evaluating against design criteria (design, build and evaluate a new invention).
- As artists, we will learn about the work of an artist studying the linked art and develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

We will develop skills in sculpture using clay as a material using techniques such as rolling, cutting, moulding and carving to communicate our ideas.

We will use drawing to develop and share ideas, experiences and imagination.

## Additional Curriculum Learners

- As musicians, we will perform, listen to, review and evaluate music across a range of historical periods, genres, styles and traditions, including the works of great composers and musicians (investigate music from different periods).
- As explorers of faith we will study Unit 2.3: Questions, Questions.
- In computers, we will use Purple Mash to study Unit 2.1 Coding, Unit 2.3 Spreadsheets and Unit 2.4 Questioning (Science).
- As physically active pupils, we will develop skills in Multi Skills and Active Athletics.

## Tier 2 Vocabulary

aware code command contact contrast couple direction effect environment experience express familiar focus guide locate viewpoint mass measure peers physical recognise relate represent view similar statement tactile

Hook Event

Time Machine to Victorian Times

Enrichment Scrapstore – Invention creations NAPA

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