

Science

Investigate different materials to make a prototype tower for Rapunzel.

Investigate different ingredients to decide suitability for making gingerbread people.

English

Narrative. Traditional Tales.

Read Rapunzel, Little Red and other traditional tales.

Discuss/describe the characters and key features.

Story mapping - Make large class map of the story sequence Rapunzel. (C/C links with Geography and Maths.)

Non Narrative.

Write a recount about the trip to the library.

Write a set of instructions to make the gingerbread people.

Write a letter to Queen Matilda.

Computing

Program the beebots to travel from the Rapunzel's tower to the castle.

Use the program 'Scratch' to plan journeys from the tower to the castle.

C/C links with Maths and Geography on Position and Direction.

Work on E-Safety with the children.

Year Group 2.

Autumn 1.

Once Upon a Time.



Key dates for your diary

Trip to the library - 10th September 2019.

PE

Fundamental Skills— Balancing, coordination and ball skills.

Dance with North East Dance.

Spiritual, Moral, Social and

Cultural (SMSC, RE, PSHE)

Explore Judaism . Focus - Shabbat, artefacts and traditions of a Jewish family and shopping for Passover.

Children will think about how they can contribute to the life of the classroom by agreeing to a set of class rules.

Humanities

(Geography, History, Global Learning)

Use compass directions and locational and directional language, to describe the routes on a map showing Rapunzel's tower.

Use aerial photographs to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key. Link to the map work to Rapunzel.

Art and Design Technology

Drawing Skills.

Look at the artwork of famous illustrators and the way characters are portrayed differently in different versions of the same story. The children will then use these ideas to draw their own version of a character from a Traditional Tale

Cooking.

Weighing and measuring ingredients to make a gingerbread character. C/C Links with Maths.

Maths

Measure length using a ruler in order to make a prototype for a tower.

Learn about right angles to help make the tower.

Weigh the ingredients to make the gingerbread.

Use directional language and compass directions.