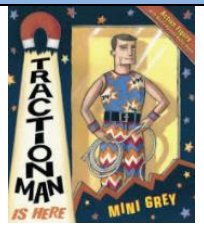
The Mead Academy Trust Medium Term Planning

Term: Autumn Term 1 Class/Year Group: 2 Natterer Bats class

Inspiration/Theme: What is a hero?	Curriculum Driver: PSHEE	Outcome of learning: Story, recipe, Portrait, Cape, Soup Tasting

Core texts/artefact/film



Traction Man by Mini Grey
Traction Man meets Turbo Dog
Swords, Sorcerers and Superhero's (Tony Bradman);
Rita Rides Again; Pumpkin soup; Not Now Bernard;

Reading Skills:

- Express reasoned opinions about what is read and compare texts
- Discuss the sequence of events and how items of information are related.
- Discuss favourite word and phrases.
- Check the text makes sense and self- correct.
- Predict what might happen.

Provocation -Inspire, Immerse

Hook/Super Starter
Visit from a female fire-fighter or soldier

Trips/Visitors/Marvellous Middle
Tree climbing (teamwork) overcoming fears.

Celebration/Fabulous Finish (week 6)
Children run an art workshop. Provide soup for parents to have after the workshop whilst reading their super hero stories.

Display outcomes

Stories on display on an end of term 1 display.

Recipes collated into class book.

Superhero Portraits.

Topic specific speaking frames

Language of describing
It/this is ….. and …..
This has …. and ……
This is …… They are ……

Language of evaluation
I think….. because….
Next time I could….
I found …..hard/easy because….
I like…… because……

Topic Table

Key questions

- What makes a hero?

Key images/artefacts

- Images of super heroes
- Pads to create lists of equipment that a hero would need for their adventure
- Labels to create names for their superhero

Key vocabulary
Hero, bravery, selfless, acts of kindness, courage, resilience, co-operation, determination, stereotype

Role play

Superhero shed
Children will have access to inspirational images of people both real and fictional. They will be able to;

- Use different materials to sketch their own superhero
- Use blank comic strips to create their own action stories.
- Write stories about their super hero.
- Make top trump cards for their super hero.

Small World

- Selection of real objects to turn into super-heroes in an empty builders tray to encourage oral story making and retelling.

Maths Challenge table

Key questions

- How many 10s? How many 1s
- What is the value of….?
- Which digit changes?
- How many in all?
- Can you make ……?
- Show …….

Key images/artefacts

- Base 10
- Numicon
- Place value grid
- 100 square grid

Key vocabulary

- Tens, ones, digit, value

Home Learning

Read and share adventure stories at home. Talk about what makes a hero. Are all heroes the same?

Count in 2s 5s and 10s forwards and backwards.

Weekly home learning: Change your child's reading books every Friday and read with your child daily.

Spellings will be given out each week on a Thursday. Please practise them daily ready for the test on Wednesday.

Maths facts will be tested each week - Log on to Maths Facts in a Flash and practise regularly.

Home work will be set on a Friday and is due the following Wednesday.

English	Maths	Science	PE
Outcome of learning: • Children will create an adventure story about their own superhero using class texts as inspiration. • Children will write their own recipe for a superhero. Key Skills: • Consider what we are going to write by planning or saying our ideas out loud. • Create noun phrases. • Identify and write question, command and exclamation sentences. • Develop stamina for writing. • Make simple additions, revisions and corrections by evaluating their writing with the teacher and other pupils.	Outcome of learning: • Children will recognise the value of digits in a two digit number • Children will be able to solve problems using addition and subtraction. Key Skills: • Recognise the value of digits in a 2 digit number • Recall addition facts to 20 and 100 • Add and subtract numbers using concrete objects, pictorial representations and mentally, including a 2-digit number and ones. Cross curricular: Children will be measuring length in DT to make their capes, and measuring weigh during their Science when cooking.	Outcome of learning: • Children will cook soup in groups choosing healthy ingredients. Key Skills: • Suggest ways to find out what humans need to stay healthy • Be able to describe the importance of exercise and healthy eating	Outcome of learning: • Children will learn key physical literacy skills of running, varying speed and direction • Children will show consideration for each other when competing. • Perform a superhero themed dance. Key Skills: • Negotiate; dodge equipment and peers varying speed and direction. • Explain why we need a warm up and cool down. • Perform dances using simple movement patterns.
Art	**RE**	**Music**	**Geography/History**
Outcome of learning: • Children will produce a portrait inspired by Lichtenstein. Key Skills: • Explore creating different types of line and use line to create patterns. • Explore making primary colours in different media. • Use the work of artists to inspire own artwork.	Outcome of learning: • Children will make music and find meaning in stories learning about the concept of caring. Key Skills: • Consider the concept of caring for others and being cared for them-selves. • Think of our own experiences and being cared for.	Outcome of learning: • Children will enjoy singing some songs about Heroes. Key Skills: • Duration/Singing • Learning to recognise long and short sounds • Responding with actions and matching sounds to simple notation. • Exploring which instruments make long sounds and why some only make a very short sound.	Outcome of learning: • Children will be able to name and locate continents and oceans on a map • Know about the lives of Ada Lovelace and Grace Hopper (inventors of the computer) and understand that she contributed to national and international achievements. Key Skills: • Name and locate the world's seven continents and five oceans. • Learn about the lives of significant individuals that have contributed to national and international achievements.
Computing	**PSHE**	**DT**	**MFL**
Outcome of learning: • Children will be able to log on and off opening the software and retrieving files they need. Key Skills: • Use technology purposefully to create, store, manipulate and retrieve digital content.	Outcome of learning: • Children will create and sign the class charter • Children will know the school rules and about rewards and consequences in their classroom. Key Skills: • Feel safe and happy in the school environment • Children can talk about the class charter • Have a responsibility in the classroom	Outcome of learning: • Children will make a cape for a "superhero" (a toy of their choice). • Children will make soup Key Skills: • Develop and communicate ideas by talking and drawing. • Use a range of materials (including textiles) • Assemble join and combine materials • Measure mark out and shape material • Prepare simple dishes safely and hygienically. • Use techniques such as cutting, peeling and grating.	Outcome of learning: • Children will be able to sing a simple song in French • Children will be able to count to 10 in French. Key Skills: • Improve accuracy of intonation and pronunciation • Understand and respond to spoken language