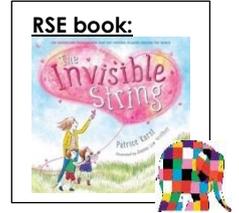
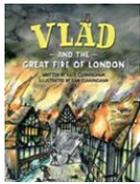


# Year 2 Spring 1: Fire, Fire!

## Class Books – Class Author – Kate Cunningham



### Writing Genre

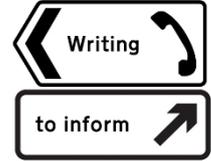
#### Writing to entertain -

- To write a description London burning
- To perform the London's burning nursery rhyme.
- Poems: The Fire Monster – John Foster



#### Writing to inform –

- To write a diary entry for the Great Fire of London.
- To write a letter to Warburtons.
- To write instructions on how to bake bread.



### Science -

#### Chemistry

##### Everyday Materials

Identify different materials  
Name everyday materials  
Properties of materials  
Compare the use of different materials  
Compare movement on different surfaces

- Know how materials can be changed by squashing, bending, twisting and stretching
- Know why a material might or might not be used for a specific job (such as putting out flames or making a fire fighter helmet).

##### Working Scientifically

- Classify or group things according to a given criteria, e.g. nature of material and use of material.
- Ask questions such as: Why do some materials soak up liquid better than others? Why are some materials flammable and others not?

##### Seasonal focus:

- Use equipment such as thermometers and rain gauges to help observe changes to local environment as the year progresses.
- Use microscopes to find out more about small creatures and plants

### History -

#### Beyond living memory

- Know about an event or events that happened long ago, even before their grandparents were born
- Know what we use today instead of a number of older given artefacts.
- Know that children's lives today are different to those of children a long time ago.

### Design Technology –

#### Food Technology

- weigh ingredients to use in a recipe
- describe the ingredients used when making a dish or cake



#### Evaluating

- explain what went well with their work

### Discrete

### Computing –

#### Computer Science

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs.

execute by following precise and unambiguous instructions.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

### Music

#### Playing an instrument/Create own music

**Charanga unit:** I wanna play in a band.

**Unit theme:** Playing together in a band.

### PE

#### Units

Dance

Target Games

### PSHE

#### Living in the wider world

##### Belonging to a community

Belonging to a group; roles and responsibilities; being the same and different in the community.

##### Money and Work.

What money is; needs and wants and looking after money.