

Broomhill Infant School - Nature, Nurture, Knowledge - Year 2 Term 1

Nature:

World Clean Up Day—15th September

World Animal Day—4th October

Experiences: Walk to the river to compare human and physical geographical features, litter picking, church visit, baking gingerbread people, Harvest festival.

Tinkering: Den building—17th October

ELLI: Tortoise



WOW Day: Baking gingerbread people

State of Being: Geographer



Maths focus: Place value -numbers to 100

Book Hook: The Gingerbread Man

Non-fiction: Instructions



Community Links: Harvest—Church visit

Skills and Knowledge:

- Use simple fieldwork and observational skills to study the geography of the school, its grounds and the key human & physical features of its surrounding environment.
- Identify and compare the suitability of a variety of everyday materials for different uses.
- To master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities
- To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Ten Questions:

1. What does it mean to be part of my class and the community?
2. Is it possible to be kind to everyone all of the time?
3. Who celebrates Harvest and why is it an important time for them?
4. What are some of the human and physical features in my locality and how are these different?
5. What is a self portrait and how do different artists create them?
6. Why are materials selected for different purposes?
7. What materials can be recycled?
8. Can you keep a steady beat to a rhythm?
9. Can you open and save a piece of work?
10. How can you improve your coordination and balance?

Vocabulary:

Physical, human, environment, local, community, observe, balance, movement, portrait, suitable, rights, responsibilities, Harvest, rhythm