



Topic

Computing - creating pictures

Theme

Creation

Year Group

Year 2

Prior Knowledge

- Attempt to combine positive and negative sentence structures to form longer and more complex sentences using the conjunctions 'y' (and) & 'pero' (but)

Key Objectives

- ☐ Objective 1: I will learn 5 high-frequency infinitive verbs in Spanish.
- ☐ Objective 2: I will learn 5 more high-frequency infinitive verbs in Spanish.
- ☐ Objective 3: I will learn how to use the structure '**sé**' with the infinitive verbs in Spanish.
- ☐ Objective 4: I will learn how to use the negative structure '**no sé**' with the infinitive verbs in Spanish.
- ☐ Objective 5: I will learn how to use conjunctions 'y' (and) & '**pero**' (but) in Spanish.

Sé...

j

sound in:

• dibujar



phonics

ñ

sound in:

• hablar **español**



&

silent
letters

'H' is always a silent letter in Spanish (unless the word is of foreign origin). **H**ablar is pronounced 'ablar'.

10 action verbs in Spanish.



How to say the above in negative form.

No sé patinar.



I do not know how to skate.

How to use conjunctions in Spanish.

Sé bailar pero no sé cantar.



I know how to dance but I do not know how to sing.

vocabulary

That '**sé**' (I know how) is the 1st person conjugation of the verb '**saber**' (to know how). It is always followed by an infinitive.

sé

I know how

How to put phrases in the negative using the structure '**no sé**'.

no sé

I do not know how

grammar



Topic

DT - Fairground Wheel

Theme

Creation

Year Group

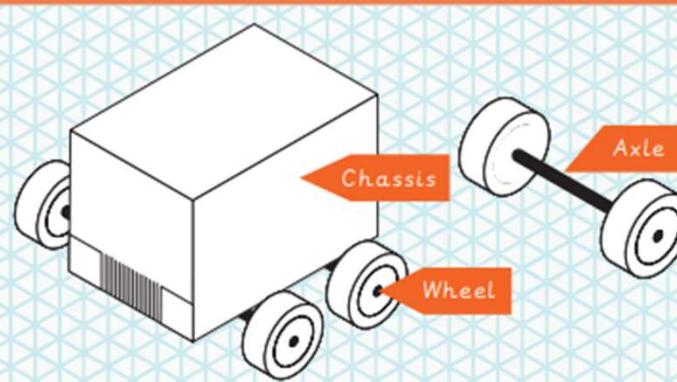
Year 2

Accurate	Neat, correct shape, size and pattern with no mistakes.
Axle	A long straight rod which connects to a rotating part (e.g. the wheels of a car).
Axle holder	The part of a mechanism which holds the axle steady.
Chassis	The body of a car.
Design	To make, draw or write plans for something.
Fix	To mend something so that it will work properly again.
Mechanic	A person who can build or mend vehicles or other machines.
Mechanism	Parts of an object that move together to make something work.
Model	A practise version that lets you test out your idea and see how it will look and work.
Test	To find out whether something works as it should.
Wheel	A circular object that turns round. It can be fixed to a vehicle like a car or bicycle to allow the vehicle to move easily over the ground.

Wheels are on many objects, not just vehicles.
Have you seen any of these?



How do wheels move?
The wheels need to be round and balance the body of the vehicle.

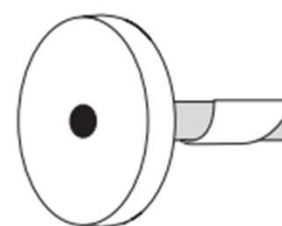


The wheels need to be attached to an axle.
The axle needs to fit inside the axle holder but must not be attached to the axle holder otherwise the wheels will not turn properly.

Wheel

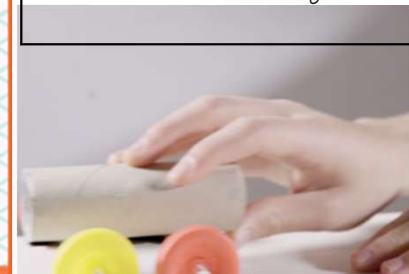
Axle

Axle holder



Prior Knowledge

- To understand how wheels move
- To identify what stops wheels from turning
- To design a moving vehicle
- To build a moving vehicle





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Key Learning

- To learn the functions of the 2Paint a Picture tool.
- To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir).
- To recreate Pointillist art and look at the work of pointillist artists such as Seurat.
- To learn about the work of Piet Mondrian and recreate the style using the lines template.
- To learn about the work of William Morris and recreate the style using the patterns template.
- To explore surrealism and eCollage.

Key Resources



2Paint a Picture

Prior Knowledge

- How to save work
- How to retrieve saved work
- How to use zoom in and out

Key Images



Choose the style you want to paint in



Open, Save and Share your picture



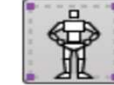
Choose a background for your picture



Undo and redo



Zoom in and Zoom out



Outline options



Eraser and colour palettes



Fill tool and pen thickness

Key Vocabulary

Art

A visual form of creative activity and imagination.

Palette

Within computer graphics, this is the range of colours or shapes available to the user.

Style

A particular way in which something looks or is formed.

Fill

Causing an area to become full, in this case, of colour.

Pointillism

Pointillism was a development of impressionism. It was invented mainly by George Seurat and Paul Signac. Pointillist paintings are created by using small dots in different colours to build up the whole picture. Colours are placed near each other rather than mixed.

Impressionism

The impressionist movement began in the 1860s and became most popular in the 1870s and 1880s. It differed from the common art of the time because it wasn't religious art, showing scenes from religious stories or specific events, but was just intended to capture a scene at a moment. The art gave an 'impression' of the scene.

Surrealism

Explored the subconscious areas of the mind. The artwork often made little sense as it was usually trying to depict a dream or random thoughts.

Key Questions

What are the main features of Impressionism?

Impressionism is a style of painting that focuses on the effects of light and atmosphere on colours and forms. Impressionist artists often used broken brush strokes.

What are the main features of Pointillism?

Pointillism is a painting technique developed by the artist George Seurat. It involves using small, painted dots to create areas of colour that together form a pattern or picture.

What are the main features of Surrealism?

Surrealistic art is characterized by dream-like visuals, the use of symbolism and collage images. Several prominent artists came from this movement, including Renee Magritte, Salvador Dali, and Max Ernst.



Topic

Music

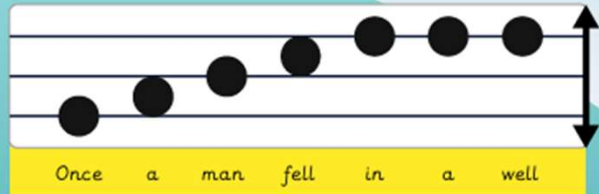
Theme

Creation

Year Group

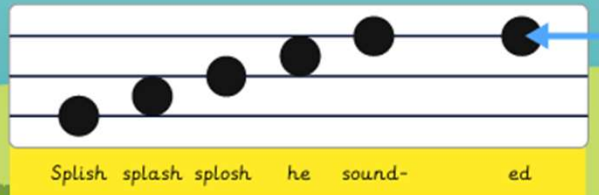
Year 2

Music - Pitch (Musical me)

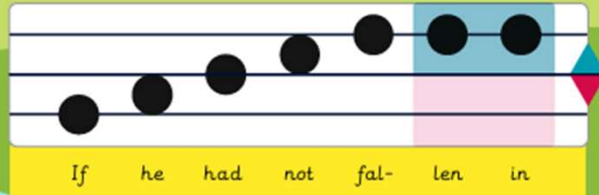


pitch: How high or low a sound is.

pitch pattern:
Any regularly repeated arrangement of high and low sounds.

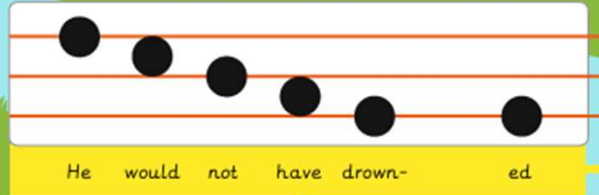


dot: A symbol that can represent pitch.



high: Near or at the top of the range of sounds.

low: Near or at the bottom of the range of sounds.



notation: How the music is written down.

stave: Horizontal lines that notes are written on.

phrase: A musical sentence.

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Prior Knowledge

- Use their voice to create a variety of Recognise, play and write rhythms with one beats and paired half beats.
- Show a rest beat using a silent movement.
- Read and follow a structure from left to right.
- Add rhythms to a structure to create a beginning, middle and end.
- Work well as part of a group, listening to others and respecting their ideas.
- Maintain a steady beat.
- Use a thinking voice to play rhythms on an instrument.

dot

high

low

notation

phrase

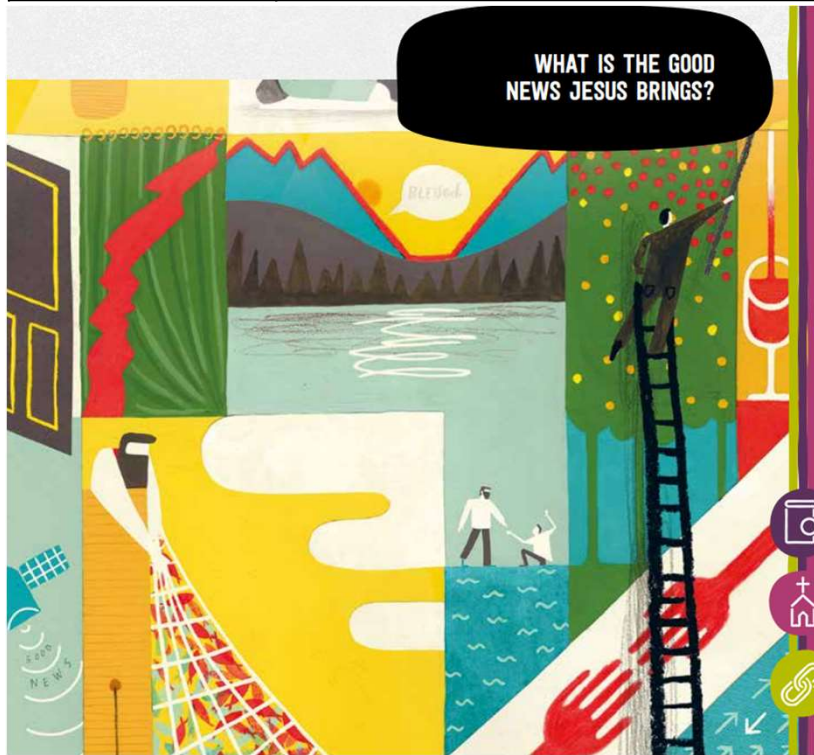
pitch

stave





Topic	RE	Theme	Creation	Year Group
	What is the Good News Jesus Brings?			Year 2



Christians believe Jesus' teachings make people think hard about how to live and show them the right way.

Prior Knowledge

- that there are many different religions in the world and name some
- what a religion means/involves
- talk about past and present events in their own lives and in the lives of family members
- know about similarities and differences between themselves and others, and among families, communities and traditions

Jesus was good news.
Jesus offered friendship, forgiveness and peace.

Jesus is a friend to the friendless.

Jesus welcomed everyone.



Gospel
The books of the bible which are about Jesus' Life.



Belief
Something that is true.



Peace
Freedom; quiet, calm.



Forgive
Let go of anger against someone.



Confession
Say you have done bad things or made the wrong choices.

Christians teach that Jesus brought good news because he was a friend to those left out by other people.



Key vocabulary

- **plant** – a living thing that usually grows in soil



- **bulb** – a part of a plant which stores food and is found underground



- **seed** – a part of a plant that can grow into a new plant



- **shoot** – a part of a young plant which grows above the ground



- **roots** – part of a plant that holds the plant in the ground



- **sunlight** – the light from the Sun



- **temperature** – a measure of how hot or cold something is



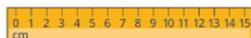
- **growth** – when a living thing gets bigger



- **compost** – a material used to help plants grow



- **measurement** – what you do to find the size or amount of something



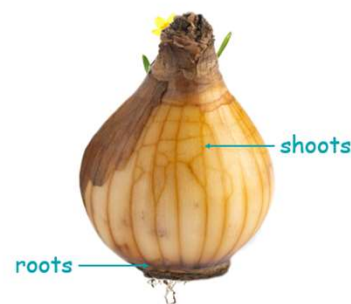
- **observe** – to look closely at something



Factual knowledge

- Plants need water, light and a suitable temperature to grow.
- Plants will not be healthy if the conditions are not right.

Some **plants** grow from **bulbs**.



Bulbs store food for a **plant** to grow from.

What will happen to the **seeds** when planted and watered?

The **seeds** will grow **shoots**.



What do **plants** need to **grow**?



sunlight



water



suitable temperature

Prior Knowledge

What a plant is .
The parts of a plant.
Parts of a tree.