

Families and Neighbours

Branscombe
Spring 2016

PRESENTATION

Children's homes and photographs/art work of their families.
Family trees. Royal family portraits.
Role play: home; post office, medical centre

Texts that teach

Children to write stories using the model
Stuck by Oliver Jeffers, Grampa by Tony
Ross, The Gruffalo by Julia MacDonald
and The Tiger Who Came to Tea by
Judith Kerr

Children to write simple poems prompted
by Michael Rosen poems about family
members

Non-fiction- The children will read and
learn about the Tudor kings and queens.
They will then write simple information
texts for a non-fiction book about them.

Communication, Language and Literacy

(speaking and listening, reading, writing, MFL)

Exploring fiction and non-fiction texts as readers and writers
Continue to apply phonic strategies and develop understanding of content and meaning
Continue to learn how to punctuate writing using capital letters, full stops, commas,
exclamation marks, question marks and apostrophes (Y2). They will think about making
good word choices and will try to vary how they start their sentences, adding detail to
make their writing more interesting. They will develop the skill of reading their writing and
editing it to make improvements.

Physical Development

(PE, Growth and Health)
Leap into Life units
For Spring term

Possible Activities

Lunge and leap –one and two footed jumping;
jumping over things and on and off things
Push and Pull –moving your body in different
ways
Rhythmical awareness- develop (Y2) ability to
move in different ways to a pulse or beat
Develop throwing and bouncing techniques

Creative Development

(Art, D&T, Music, Dance, Role Play)

Music: Listen with concentration and
understanding to a range of high quality
recorded music
Experiment with, create, select and
combine sounds, exploring pitch (EAD)
Art: Learn about the work of a range of
artists describing the differences and
similarities between them
Use drawing, painting and sculptures to
develop and share ideas (EAD)
Design/Cooking and Nutrition: Use the
basic principles of a healthy and varied
diet to prepare dishes (EAD)

Possible Activities

Use pitched and unpitched instruments to
make sequences varying pitch and timbre
Identify different groups of instruments
Share favourite music of family members
with your class

Make abstract portraits using 2D shapes
Make a family photo montage
Make a painting of themselves and a family
member
Recreate a portrait of a past king or queen
of England
Make sketches of the village drawn from
observation and make a street painting of
the neighbourhood
Drawing of animals from the locality
Design and make a home for a small
animal

THE VISIT

Visit from longstanding
member of our community
and school nurse
Visit to the Donkey Sanctuary

Mathematical Development

(problem solving, reasoning and numeracy)

Rising Stars Maths Units: Understanding Number; Addition
and Subtraction and Multiplication and Division; Measures,
Money and Time

Knowledge and Understanding of the World

(Geography, History, Science)

Animals including humans: describe and compare
the structure of a variety of common animals (pets)
Life Processes: Notice that animals including
humans have offspring which grow into adults (Y2)
Identify, draw and name parts of the human body
Describe the importance for humans of exercise,
eating the right amount of healthy food and hygiene
**History: The lives of significant individuals in the
past**
Changes within living memory
Significant historical events of people and places in
their own locality
Geography: Local study, where do our families
live?
Key Human Features: city, town, farm, house, office
Continents and Oceans
Use simple field work and observational skills to
study the geography of the school and its
local environment

Personal, Social and Emotional Development

(RE, PSHE, Citizenship, SEAL)

RE: Where do we belong? (Belonging – Israelites)
Identify the importance for some people of belonging to
a religion
PSHE Medicines and Drugs

ICT Activities

Using the internet to research information about kings and queens
Creating, organising and saving documents
Programming and coding: understand what an algorithm is and apply when
creating a set of instructions
Using paint packages to create and save portraits (KU) (EAD)

Topic Themed Activities

Measuring ingredients for cooking
Solving word problems relating to the topic
Comparing our measurements e.g. height, shoe sizes
Represent family statistics using tables and bar charts
Shopping and giving change

Maths Activities across the Age Range

Writing numbers to 100 in numerals and words
Counting confidently from 0-100 forwards and backwards and over 100
(Y2)
Measuring- height, length, capacity and weight -
Learning to tell time and know sequences of days and months
Addition and subtraction facts to 20 including money
Apply mental methods to achieve mastery in simple problem solving
Multiplying and dividing: counting in 2s, 3s, 5s and 10s (money)

Possible Activities

Which animals do we know a lot
about? What do we know about
them? What would we like to find
out?
Find out about animals in our local
area. Investigate similarities and
differences between different
habitats

In which ways are animals and
humans alike?
In what ways do we grow and
change? Play games exploring
structure and vocabulary relating to
our bodies
Design and make a healthy lunchbox

Interview a member of the
community who has lived in the
village for a long time.

Interview family members

Make a simple family tree

Make a class booklet about Tudor
times

Possible Activities

What groups do you belong
to?
What does your name mean
and where does it come from?
What goes into my body?
Where does it go then?
Identify sensible places for
medicines to be kept and
suggest sensible procedures