

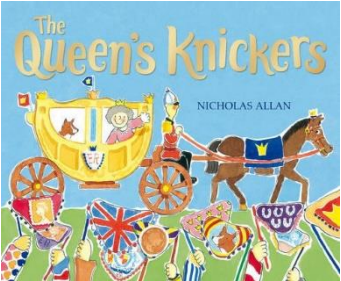
	Year group	2	Academic year	2021-2022	Term	Spring Term 1	Duration	7 weeks			
	Half-term topic knowledge Organiser										
	Topic Title	Your Royal Highness									
Topic Overview											
	Key Questions			Key events		PSHE, SMSC and British Values		Opportunities for 6 Rs			
	Why are they famous? What is significant about their reign? What do I understand about materials? How did I approach my design? What worked well? What was more challenging?			Royal Banquet Local visit - walk Parent Event to share our learning for the term		PSHE <ul style="list-style-type: none"> Celebrating Differences British Values <ul style="list-style-type: none"> Democracy – freedom and equality Mutual respect and tolerance of different beliefs SMSC <ul style="list-style-type: none"> Social, Spiritual, Moral and Cultural 		Ready - do I have all the resources I need? Responsible - did I do my best learning today? How can I use different materials responsibly in art? Reflective - how can I adapt my design? When it didn't go to plan, what did I do to solve the problem? Resilient - what could I try next? How can I adapt my product to make it better? Resourceful - which is the best way to combine materials? Respectful – did I work successfully with my talk partner? How did I show I was listening?			
Summary			Vocabulary (tier 3)		Key dates		Homework task				
We will delve into History over this term and learn about two significant monarchs and why they are remembered. In Science we will be naming a range of everyday materials and investigating how some solid objects can change shape. We will also be exploring our own city looking at features that are human and those which are natural/physical. We will use this knowledge to make a map of a small section of the city, creating a simple key. Exploring Turner's landscape paintings and his use of colour will give us some ideas for how to create a landscape of our city.			Human geographical features of Portsmouth e.g. city; house; port; road; lamp post Physical geographical features of Portsmouth e.g. beach; sea; hill; downs Solid objects; metal; plastic; fabric; glass; rock; wood		4th January – Welcome back 24th January – INSET Day 14th February Parent Showcase Event 3pm		<ul style="list-style-type: none"> A weekly English or Maths task will be given out each Friday linked to our learning Homework is to be returned to school the following Wednesday 				
Key English stimulus		Computing		Music		Spanish		RE		Maths	
<ul style="list-style-type: none"> The Queen's Knickers  <ul style="list-style-type: none"> Fact finding about Queen Elizabeth I and Queen Victoria 						Weather and Sports <ul style="list-style-type: none"> I can identify and say types of weather I can say a variety of sports and hobbies I can link weather and sports/hobbies together 		Change <ul style="list-style-type: none"> I can identify change in experiences I can talk about change I understand that Christians believe Jesus' changed people's lives 		Multiplication & Division <ul style="list-style-type: none"> make and add equal groups make an array use times tables knowledge for 2s, 5s and 10s to multiply and to divide by sharing and grouping Statistics <ul style="list-style-type: none"> Make tally charts, draw pictograms & block graphs 	
History / Geography National Curriculum Objectives				Science National Curriculum Objectives				Art / Design technology National Curriculum Objectives			
History <ul style="list-style-type: none"> find out about significant local people - John Pounds and the Ragged School Movement learn about significant locations in Portsmouth Geography <ul style="list-style-type: none"> use geographical vocabulary to name key human and physical features of our city to learn how to describe the location of features to be able to talk about a route on a map 				Everyday Materials <ul style="list-style-type: none"> name everyday materials find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching 				Design Technology <ul style="list-style-type: none"> generate and develop ideas by exploring resources create own design for a coat of arms and select materials evaluate their product against the original design Art <ul style="list-style-type: none"> learn about a range of artists: learn about Joseph M W Turner use drawing and painting to develop and share ideas: use colours effectively to create an image 			

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| | | <ul style="list-style-type: none">• exploring a range of media and materials: create a watercolour landscape of Portsmouth making links to Turner |
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