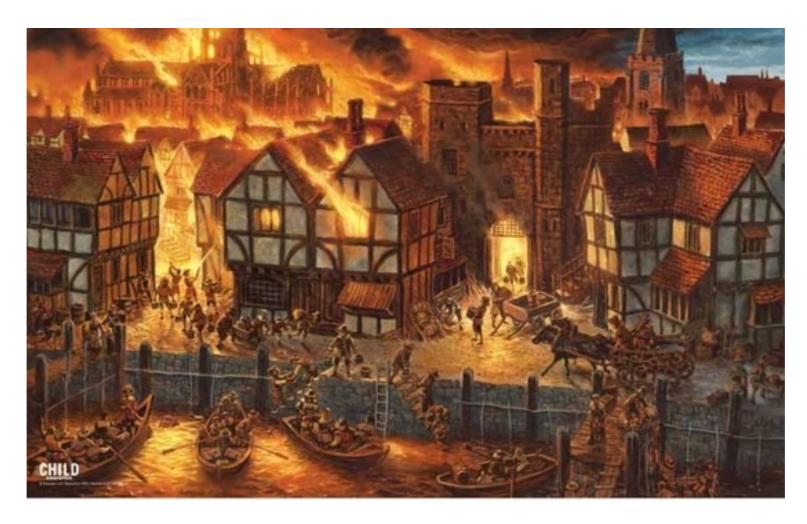


Flames of Glory





Great Fire of London Year 1/2



lmmersion



SPARCS

Carousel learning day

Experiences

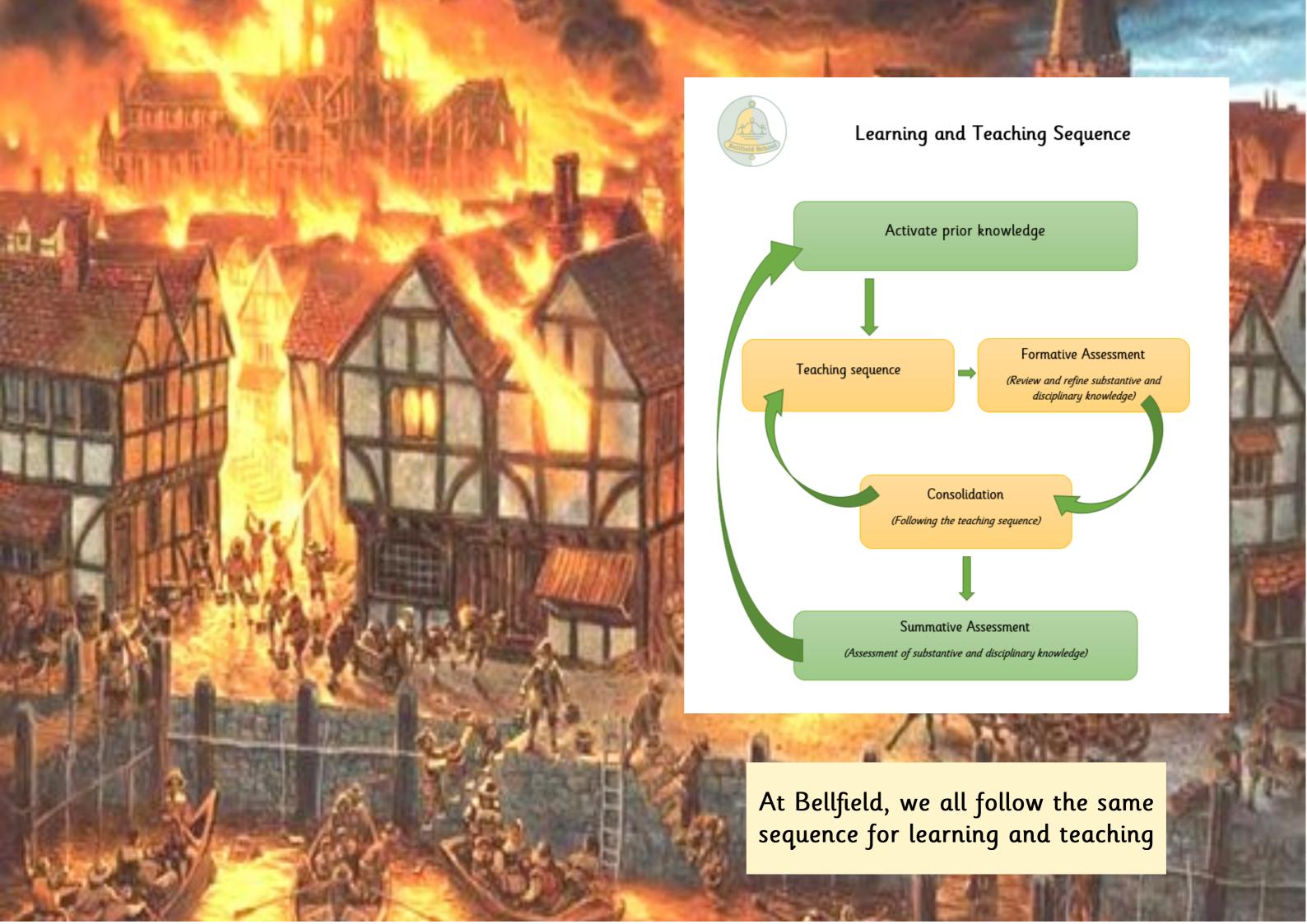
Scrap Store Experience



Presentation of Learning

Exhibition to display Art and DT work.





History

As Historians we will we will be studying The Great Fire of London. We will talk about where and how it started and look at the homes from this period of time. We will look at similarities and differences between today and the past and talk about how life has changed. We will make a timeline to show the events of the fire and learn some of the key facts and information using a range of sources.

Curriculum	n Objective	Prior Knowledge	Disciplinary knowledge	Substantive knowledge
NC2: To learn about events beyond living memory that are significant nationally or globally - The Great Fire of London		Year 1 Talk about everyday changes Talk about a significant event from the past in relation to a key world events Order given events on a timeline as a class and or group — linked to an experience or themselves Year 2 As a class or small group, ask and answer questions about an individual/event Talk and explore historical events from the past Explore sources of evidence to make observations and simple comparisons Order 4 given dates and key events on a timeline	Year 1 As a class or small group, ask and answer questions about an individual/event Talk and explore historical events from the past Explore sources of evidence to make observations and simple comparisons Order 4 given dates and key events on a timeline Year 2 Ask and answer questions about an individual/event Describe historical events form the past Handle and describe sources of evidence to make observations and comparisons Match and order 4 given dates and key events on a timeline Start to understand that past events/people have an impact on everyday life	 The past is something that has already happened. The present is something that is happening now. Similarities are things that are the same. Differences are things that are not the same. Samuel Pepys kept a diary of event of the Great Fire of London. Sunday - Fire starts in Thomas Farriner's bakery. Monday - People pack up their things and leave London. Tuesday - St Paul's Cathedral is destroyed by the fire. Wednesday - Houses are pulled down and the fire slows down. Thursday - The fire is under control and put out.
		Sequence of Learning		
 Sort pictures of London in the past and present. Discuss how London has changed overtime. 	Past and Present Similarities and Differences • Discuss similarities and differences about: ⇒ Lighting ⇒ Houses ⇒ Fire service ⇒ Transport	 Ask and Answer Questions about the Great Fire of London As a class create a list of questions we want to find the answers to about the Great Fire of London. For example: How big was the fire? How many houses burnt down? Did any well known buildings burn down? What did Samuel Pepys bury in his garden? 	 Place the following events on a timeline: ⇒ Sunday - Fire starts in Thomas Farriner's bakery. ⇒ Monday - People pack up their things and leave London. ⇒ Tuesday - St Paul's Cathedral is destroyed by the fire. ⇒ Wednesday - Houses are pulled down and the fire slows down. ⇒ Thursday - The fire is under control and put out. 	Assessment Substantive knowledge Quiz on substantive knowledge Disciplinary knowledge Act out timeline of events
differences	similarities	Samuel Pepys	chronological	

Geography

As Geographers we will look at key landmarks in London and plot them on a map, we will link this to our history work about the great fire of London. We will use keys to locate different places. We will use maps and atlases to locate the 4 countries of the United Kingdom and we name them all. We will also name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.

Curriculum	Objective	Prior Knowledge	Disciplinary knowledge	Substantive knowledge	
NC2: To name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas NC6: To use world maps, atlases and globes to identify the United Kingdom and its countries NC7: To use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map		 Year 1 Look at world maps and globes and look for places they know. Explore physical feature vocabulary — beach, river and forest Explore human feature vocabulary — house, school, city, shop, farm Identify similarities and differences between my location and somewhere else I have studied in the world Year 2 Name and locate the four countries and capital cities of the United Kingdom Know some geographical similarities and differences between Hull and London and London and Africa (Non-European) Talk about the human and physical features of location (such as city, town village, rural) With support use world maps, atlases and globes to identify the United Kingdom and its cities, continents and oceans Use compass directions (north, east, south and west) and locational language to describe the location of features on a map 	 Name and locate the four countries and capital cities of the United Kingdom Know some geographical similarities and differences between Hull and London and London and Africa (Non-European) Talk about the human and physical features of location (such as city, town village, rural) With support use world maps, atlases and globes to identify the United Kingdom and its cities, continents and oceans Use compass directions (north, east, south and west) and locational language to describe the location of features on a map Year 2 Name, locate and identify characteristics the four countries and capital cities of the United Kingdom and the surrounding seas Understand and describe some geographical similarities and differences between Hull and London and London and Africa (Non-European) Talk about and describe the human and physical features of a location (such as city, town, village, rural) Use world maps, atlases and globes to identify the United Kingdom and its cities, continents and oceans Use compass directions (north, east, south and west) and locational language to describe the location of features and routes on a map 	 There are four countries in the United Kingdom (England, Scotland, Wales, Northern Ireland) The North Sea, English Channel and the Irish Sea surround the United Kingdom. London, Edinburgh, Belfast and Cardiff are all capital cities. A map is a picture of a place, usually drawn from above. North, East, South and West are the four compass points. Left, right, forwards and backwards are words we use to describe the location of something. A landmark is an object or feature of a landscape or town that is easily seen and recognized from a distance. Human features are those made by humans. Physical features are those that are naturally made. 	
Countries of the United Vinadom	Canital Cities of the United Vinedon	Sequence of Learning	Lagatina places on a man of Landan		
 Look at a map of the United Kingdom. Identify what is land and water on a map of the United Kingdom. Locate the four countries of the United Kingdom and the surrounding seas. 	 Recap the countries of the United Kingdom. Discuss what a capital city is. Locate the four capital cities on a map of the United Kingdom. Discuss the characteristics of the capital cities. 	 Human and Physical Features of London Discuss what human and physical features are. Identify the human and physical features of London. 	 Recap locational language used in previous term. Recap compass points. Locate London landmarks on a map. Use compass points and locational language to identify places on a map. 	Assessment Substantive knowledge Present their learning to partner class Disciplinary knowledge Make a poster to present to others in	
atlas	capital city	landmark	locate	the class	

<u>Art</u>

As Artists we will be taking inspiration from the work of Leonid Afremov. We will research into his work and talk about what we see and how the artwork makes us feel. We will look closely at Tudor houses and use pastels to create our own Tudor House. We will look at line, shape, shape and tone to create our finished picture.

Curriculum	ı Objective	Prior Knowledge	Disciplinary knowledge	Substantive knowledge
NC3: To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. NC4: About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.		Year 1 Explore using lines and colour. Explore a range of mark making tools to make lines and shapes. Year 2 Draw lines of different thickness.	Year 1 To Draw lines of different thickness. Year 2 Use a range of tones.	 Tone is the lightness or darkness of a colour. Charcoal is a form of medium artists use that is made of organic materials. Background is the space that surrounds your painting/drawing. Line consists of straight or curved, thick or thin.
		Sequence of Learning		
 Research into Leonid Afremov and what he does. Discuss what can be seen in the pictures. Discuss the colours used. Talk about how the pictures make you feel. 	 Explore what line, shape and tone are. Practise different techniques in using line, shape and tone. 	 Look at what a Tudor House is. Explore the different features of a Tudor House. Using line, shape and tone, practise creating Tudor Houses. 	 Children to create Tudor Houses in the style of Lenoid Afremov using pastels. Children to talk about the artwork that they have produced. Children to suggest improvements to their artwork. 	Assessment Substantive knowledge Quiz on substantive knowledge Disciplinary knowledge
artwork	thickness	sketch	pastels	Art exhibition to partner class

Design and Technology.

As Designers we will explore a range of materials and structures to build our own Tudor buildings. We will consider the design of buildings, the properties of building materials and then contrast between the materials used in modern buildings and around the time of the Great Fire of London. We will design and make 3D models and of Tudor homes. We will evaluate our designs and decide on which materials would be best to use for building homes in the future.

Curriculum Objective		Prior Knowledge	Disciplinary knowledge	Substantive knowledge
NC1: To design a purposeful, functional, appealing product for themselves and other users based on design criteria. NC2: To generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. NC3: To select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing. NC4: To select from and use a wide range of materials and components, including construction materials according to their characteristics. NC6: To evaluate their ideas and products against design criteria. NC7: To build structures, exploring how they can be made stronger, stiffer and more stable.		 Year 1 Hold scissors correctly and use them to cut along a straight, curved and zigzag line with increasing accuracy. Explore using glue/sellotape and masking tape to join two or more materials. Year 2 To cut materials safely using provided tools. Use materials to practise gluing to make and strengthen products 	 Year 1 To cut materials safely using provided tools. Use materials to practise gluing to make and strengthen products Year 2 Measure and mark out to the nearest centimetre Cut materials accurately and safely by selecting appropriate tools Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 	 A joining is a place or line where two or more things are fastened or connected together. A Tudor house is characterised by groupings of windows, decorative half timbering and steeply pitched roofs. A frame is an essential supporting structure of a building.
		Sequence of Learning		
 Research of Real Designs Look at Tudor Houses. Explore what they were made out of. Compare with houses now. 	 Look at different joining and fixing techniques. Test different joining and fixing techniques. Consider the purpose of different joining and fixing techniques. Design own Tudor House - Which joining and fixing technique is the most suitable to make a Tudor House? 	 Making Make a Tudor House. Use a saw to safely cut materials. Look at ways to join materials. Think about how the Tudor House could be made stronger and more stable and add additional parts if necessary. 	 Test the Tudor House against the design criteria and aims. Evaluate what works well and what doesn't work. Consider how things can be improved. 	Substantive Quiz on substantive knowledge Disciplinary Explain to another class how to make a Tudor House
Tudor House	joining	cutting	improve	

Music—Year 1

As musicians we will be focussing on tempo and dynamics. We will listen to and talk about a wide a range of musical styles. We will add more variety to our musical performances and build our vocabulary. We will use glockenspiels when learning songs and in our improvisation and composing and we will listen and appraise other music and talk about what we like and dislike about these styles of music.

Curriculum Objective		Prior Knowledge		Disciplinary knowledge	Substantive knowledge	
NC1: To use their voices expressively by singing songs and speaking chants and rhymes NC2: To play tuned and un-tuned instruments musically NC3: To listen with concentration and understanding to a range of high-quality live and recorded music NC4: To experiment with, create, select and combine sounds using the inter-related dimensions of music		 To know some nursery rhymes off by heart. To know that we can move with the pulse of the music. To know that the words of songs can tell stories and paint pictures. To know a performance is sharing music. 		 Understanding Music Find and keep a steady beat together. Very simple rhythm patterns using long and short Very simple melodic patterns using high and low Responding Talk about feelings created by the music. Singing Sing songs from memory. Sing and recognise high and low sounds Sing in unison. Compose Create a graphic score using sounds, rhythms and pitch. Understand the difference between creating a rhythm pattern and a pitch pattern Perform Prepare a song to perform. Play some simple instrumental parts on the glockenspiel. 	 Dynamics is how loud or quiet a piece of music is. Tempo is how fast or slow a piece of music is. Pulse is the beat of the music. Rhythm is the pattern of sounds in music. Pitch is whether notes are high or low. 	
		Und	derstanding Music			
If You're Happy And You	Sing Me A Song	<u>Sparkle</u>	Rhythm In The Way We	<u>Big Bear Funk</u>	<u>Substantive</u>	
Know It			<u>Walk</u>		Year 1 End of Unit 1 theory quiz	
pop	waltz	рор	reggae	funk	<u>Disciplinary</u>	
Days of the Week	Name Song	Cuckoo Upside Down		Hush Little Baby	Perform finished version of choice to another class	
					<u>Substantive</u>	
swing	рор	waltz waltz		lullaby	Year 1 End of Unit 2 theory quiz	
					<u>Disciplinary</u>	
					Perform finished version of choice to another class	

Music—Year 2
As musicians we will be focussing on tempo and dynamics. We will listen to and talk about a wide a range of musical styles. We will add more variety to our musical performances and build our vocabulary.

Curriculum Objective	Prior Knowledge	Disciplinary knowledge	Substantive knowledge
NC1: To use their voices expressively by singing songs and speaking chants and rhymes NC2: To play tuned and un-tuned instruments musically NC3: To listen with concentration and understanding to a range of high-quality live and recorded music NC4: To experiment with, create, select and combine sounds using the inter-related dimensions of music	 To listen and appraise some pieces of music. To develop preferences for forms of expression. To create movement in response to music. To know some key vocabulary and understand the meaning. (rhythm, rap, pitch, pulse) 	 Play copycat rhythms, copying a leader, and invent rhythms for others to copy on untuned percussion. Copy back rhythms from memory 	 Improvising is when you make up your own tunes on the spot. It is not written down and belongs to them. Tempo is how fast or slow a piece of music is. Rhythm is the pattern of sounds in music Minim is a note played for two beats. Crotchet is a musical note with time value of one beat. Quaver is a musical note played for half beat. Timbre is different instrumental and vocal sounds.

Sequence of Learning

Rainbows (Part 1)	Rainbows (Part 2)	Hands, Feet Heart (Part 1)	Hands, Feet Heart (Part 2)	All around the world	Substantive
					Year 2 End of Unit 1 theory quiz
Pop	compose	Beat	Musicianship	High and low	Disciplinary
Helping each other (Part 1)	Helping each other (Part 2)	The Music Man (Part 1)	The Music Man (Part 2)	Let's sing together.	<u>Disciplinary</u>
					Perform finished version of choice to another class
minims	crotchets	Marching band			Substantive
			Timbre	Improvise	Year 2 End of Unit 2 theory quiz
					Disciplinary
					Perform finished version of choice to another class

<u>PE—Year 1</u>

Spring 1 - Gym - Floor Exercises Spring 2 - Gym - Flight

	Curriculum Objective			Prior Knowledge	Disciplinary knowledge	Substantive knowledge	
 NC1: 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. NC3: Perform dances using simple movement patterns. 				 Revise and refine the fundamental movement skills they have already acquired:- rolling-crawling - walking - jumping - running - hopping - skipping - climbing Progress towards a more fluent style of moving, with developing control and grace. Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance and gymnastics. Combine different movements with ease and fluency. Develop overall body-strength, balance, co-ordination and agility. 	 Demonstrate effective and safe jumping and landing technique. Turn and spin with some control. Move in different ways. Consistently roll with control. Balance consistently using different body parts. Copy a 5 part sequence. Introduce a linking movement. 	 Know and describe effective gymnastic movements. Perform sequence as part of a competition with control, tension and balance. Introduce a linking movement. 	
Sequence of Learning							
Explore Travel	Stepping	Sequence	Movement	Rolling	Sequences	Substantive Quiz on substantive knowledge	
posture, fluid	purpose, precise	linking, steady	rolling, freedom	control, roll	practice, balance	Disciplinary	
Jumping	Jumping	Jumping	Jumping	Turns and Spins	Sequence	Perform sequences/routines to others	
space, awareness	control, speed	height, length	tension, tuck	turn, speed	accuracy, power		

PE—Year 2

Spring A—Gym—floor exercises
Spring B –Gym—flight.

	Spring B - Ogni - Jugni.						
	Curriculum	n Objective		Prior Knowledge	Disciplinary knowledge	Substantive knowledge	
NC3—perform dances using simple movement patterns.			•	Can copy a simple sequence To know how to change direction. To know a high balance and a low balance.	 Children to link jump and roll and can spin. Perform a sequence with control. Can listen and respons to feedback. Can work effectively with a partner. Can attempt a variety of rolls. 	 Teddy roll is where you roll over your back and shoulders. Until you have completed a full circle. Posture is the position in which you hold your body. Technique is a way of carrying out a particular task. Rigid is where a movement cannot be changed or adapted. 	
				Sequence of Learning			
	 To use different stepping gymnastic movements. 	To adapt and perform gymnastic movements.	•	To use different rolls.	To create and perform a simple sequence.		
	purpose	posture		smooth	Speed	Substantive Quiz on substantive knowledge Disciplinary	
	 To know principles of take off and landing 	• To alter shapes in the air	•	To explore basic linking movements.	To create and refine a simple sequence.	Perform sequences/routines to another class	
	Technique	Rigid		Control	Imagination		

<u>Computing—Year 1</u>

Magical storytelling—To create a digital book with images, text, drawings and sound recording to retell parts of the story.

Curriculun	n Objective	Prior Knowledge	Disciplinary knowledge	Substantive knowledge
NC4: To use technology purposefully to create, organise, store, manipulate and retrieve digital content. NC5: To recognise common uses of information technology beyond school.		 To know how to unlock the ipad To know how to search for an app To know how to use their finger to navigate around the ipad screen. 	 To combine images and text. To combine voice recordings to retell a story. Type words and sentences using spell checks in text 	 A digital book is a book that can be read on a device. The keys on a keyboard do not follow the alphabet. Posters and book pages have both images and text. Books can be shared with an
		Sequence of Learning		
Front cover Design the front page of a digital book, combining text and images. Storyboard Combine images, text and voice recording to retell a story.	Retelling the story Type words and sentences using spell checks in text boxes using a keyboard. The Little Pigs' Houses Type words and sentences using spell checks in speech bubbles using a keyboard.	Wanted Wolf! Combine images and edit text to create posters. Digital drawing Use digital drawing tools to draw characters from a story of for a game.	Finished Digital Book/Slide Make improvements to produce digital book following feedback.	Substantive Quiz on substantive knowledge Disciplinary Share their ebook with an audience (partner class/parents). Take feedback and make changes.
digital books	speech bubbles, frames	digital drawing	oral recordings	

$\underline{Computing}\underline{\hspace{0.3cm}}\underline{Year}~\underline{2}$

What is a computer? - Create a digital book to show how computers have changed, the components of a computer, input and output of computer systems, computers beyond school and look at robots and what they do.

Curriculum Objective		Prior Knowledge	Disciplinary knowledge	Substantive knowledge
school NC6: Use technology safely and information private; identify whe	ontent of information technology beyond	 Use google slides to create an opening slide. Add a title. Add transition effects to the text. Know how to use a computer and navigate around the keypad. Present information clearly. 	 Create digital books combining text, images and sounds. Create a video presentation. Identify, name and explain the functions of the main components of a computer. Name and compare common input and output devices of computer systems. Explain how robots can be controlled 	 A computer is a type of machine that can follow stored instruction. Input is information that goes into a computer. Output is information that comes out of the computer. GPS stands for global positioning system which shows the positions of a person or thing using signals from satellites. Components are a part or element of a larger whole, especially a part of a machine or vehicle.
		Sequence of Learning		
Front cover Introduce the app Book Creator. Design the front page of a book. Select a comic portrait book, add image, change text, font and colour, size and background.	How computers have changed. Discuss how computers have changed rapidly over time. Investigate the inside of a tablet computer.	Components of a computer. Recap last lesson, looking inside a computer. Use the app book creator and use text boxes to label the components.	Inputs and Outputs Add the images to frames on a new page and label either input or output with an explanation of the purpose of the device.	Substantive Quiz on substantive knowledge Disciplinary Share their ebook with an audience (partner class/parents). Take feedback and make changes.
font	timeline	components	inputs and outputs	

Religious Education—Year 1

Jesus as a Friend - Was it always easy for Jesus to show friendship? We will be learning to identify when it is easy and difficult to show friendship and to explore when Jesus may have found it difficult.

Easter - Palm Sunday - Why was Jesus welcomed like a king or celebrity by the crowds on Palm Sunday? We will be learning that Jesus is special to Christians and how His welcome on Palm Sunday shows this.

Curriculum Objective		Prior Knowledge	Disciplinary knowledge	Spring B - Substantive knowledge
Autumn A Religion: Christianity Concept: Incarnation Autumn B Religion: Christianity Concept: Incarnation		 Jesus is the son of God Jesus is a special person to Christians Jesus taught us to be a friend to others Jesus died on the cross Christians worship at church 	 Describe some of the teachings of a religion. Describe some of the main festivals or celebrations of a religion. Recognise, name and describe some religious artefacts, religious places and their practices. Identify the things that are important in their own lives and compare these to religious beliefs. Relate emotions to some of the experiences to that of religious figures. Identify how and why they have to make their own choices in life. Explain how their actions affect others. 	 Christians believe that Jesus is a good friend Christians believe Jesus is sinless Jesus helps people in times of need Holy week starts with palm Sunday Palm Sunday is the day where Jesus rode into Jerusalem. Jesus was resurrected Jesus was believed to be 33 when he died Christians believe that Jesus was sent to save them
Engagement (1 lesson)	Investigation (2 lessons)	Evaluation (1 lesson)	Expression (1 lesson)	Substantive Quiz on substantive knowledge Disciplinary Create a poster of learnt knowledge
included	friendship	overcome	value	
Engagement (1 lesson)	Investigation (3 lessons)	Evaluation (1 lesson)	Expression (1 lesson)	Substantive Quiz on substantive knowledge Disciplinary Act out the Easter Story
special	Bible	resurrection	respect	

Religious Education—Year 2

Judaism— In RE we will be looking at how important is it for Jewish people to do what God asks for them to do?

Christianity— How important is it to Christians that Jesus came back to life after his crucifixion?

Curriculun	n Objective	Prior Knowledge	Disciplinary Knowledge	Spring B - Substantive knowledge			
Spring A Religion: Judaism Concept: Prayer at Hor Spring B Religion: Christianity Concept: Salvation	ne	 Describe some of the teachings of a religion. Recognise name and describe some artefacts. Describe some of the main festivals or celebrations of a religion. Identify the things that are important in their own lives and compare these to religious beliefs. 	 Respect is when you think about others feelings and rights The Seder meal is a feast to start Passover Passover and the Seder meal are a way Jews remember their relationship with God Jews follow the Sabbath laws A synagogue is the building for special worship A belief is thinking something is true without proof The cross is to symbolise Jesus' crucifixion An Easter egg is a symbol of new life Christians believe in life after death 				
Engagement (1 lesson)	Investigation (3 lessons)	Evaluation (1 lesson)	Expression (1 lesson)	Substantive Quiz on substantive knowledge Disciplinary Create a poster of learnt knowledge			
Respect	Passover	Special	Importance				
Engagement (1 lesson)	Investigation (3 lessons)	Evaluation (1 lesson)	Expression (1 lesson)	Substantive Create a poster Disciplinary Act out the Faster story			
Memories	Symbols	Resurrection	Christians	Act out the Easter story			

PSHE—Year 1

Dreams and Goals - In this unit, we will talk about setting simple goals, how to achieve them as well as overcoming difficulties when we try. We will learn to recognise the feelings associated with facing obstacles to achieving our goals as well as when we achieve them. We will discuss partner working and how to do this well.

Healthy Me - As part of this unit, we learn about healthy and less healthy choices and how these choices make us feel. We will learn about hygiene, keeping ourselves clean and that germs can make us unwell. We will learn about road safety, and about people who can help us to stay safe.

Curriculum Objective								Prior K	nowledge	Disciplinary knowledge	Substantive knowledge	
R1	R2 R10	R3	R4	R5	R6 R14	R7	R8 R16	Dreams and Goals • Know what a challenge is		 Dreams and Goals Know how to set simple goals Know how to achieve a goal Know how to identify obstacles which make achieving their goals difficult and work out how to overcome them 	A goal is something to aim for and achieve.	
R17	R18	R19	R20	R21	R22	R23	R24	 Know that it is important to keep Know what a goal is Know how to set goals and work to 		 Know when a goal has been achieved Know how to work well with a partner Know that tackling a challenge can stretch their learning Healthy Me Know the difference between being healthy and unhealthy Know some ways to keep healthy Know how to make healthy lifestyle choices Know that all household products, including medicines, can be harmful if not used properly 	 An obstacle is something that is in someone's way. Team work is working with others to achieve something. Healthy means someone making the right choices that are good for the body and mind. Unhealthy means making choices that are not good for the body and mind. Personal hygiene is the way we care for our bodies Safe medicines are medicines that we are allowed to take when we are ill. Road safety is knowing how to cross the road safely. 	
R25	R26	R27	R28	R29	R30	R31	R32	Know which words are kindKnow some jobs that they might li				
H1	H2	Н3	H4	H5	H6	H7	Н8	they want when they are older Know when they have achieved a	goal			
H9	H10	H11	H12	H13	H14	H15	H16	Know what the word 'healthy' med Know some things that they need	to do to keep healthy			
H17	H18	H19	H20	H21	H22	H23	H24	 Know the names for some parts of Know when and how to wash thei properly 	,	 Know that medicines can help them if they feel poorly Know how to keep safe when crossing 		
H25 H33	H26 H34	H27	H28	H29	H30	H31	H32	 Know how to say no to strangers Know that they need to exercise to Know how to help themselves go t Know what to do if they get lost 	o keep healthy to sleep and that sleep is good for them	 the road Know how to keep themselves clean and healthy Know that germs cause disease/illness Know about people who can keep them safe 		
			•					 Sequ	ence of Learning	ttent suje		
Dreams Goals	Dreams and Goals - Steps to Goals Dreams and Goals - Achieving Together							Dreams and Goals - Stretchy Learning	Dreams and Goals - Overcoming Obstacles	Dreams and Goals - Celebrating My Success	Substantive Quiz on substantive knowledge	
stepping	stepping stones team work						challenge overcome		achieve	Disciplinary Act out different scenarios to class		
<u>Healthy</u>	Healthy MeBeing Healthy Healthy Me - Healthy Choices			Choices	Healthy Me - Clean and Healthy	Healthy Me - Medicine Safety	Healthy Me - Road Safety	Substantive Quiz on substantive knowledge Disciplinary				
unhealthy balanced				hygiene safe		Green Cross Code	Healthy poster to be displayed around school					

PSHE—Year 2

Dreams and Goals— Children will explore setting realistic goals and how they can achieve them. We will discuss perseverance when they find things difficult as well as recognising ther strengths as a learner.

Healthy Me— We will learn about healthy food and what it looks like to have a healthy relationship with food and making healthy choices. We will explore what makes us feel relaxed and what makes us feel stressed. We will also learn about medicines, how they work and how to use them safely.

Healthy Me Hea	Curriculum Objective								Prior Knowledge	Disciplinary Knowledge	Substantive Knowledge
Dreams and Goals - Goals to Success. Dreams and Goals - My learning strengths. Dreams and Goals - Learning with others. Dreams and Goals - A group challenge Dreams and Goals - Celebrating our achievements Quiz on substantive knowledge. Motivation persevere achievement success proud Healthy Me Being Healthy Healthy Me Being relaxed Healthy Me Medicine safety Healthy Me Healthy eating Healthy Me Healthy Me Healthy Me. Healthy Me Healthy Me. Dreams and Goals - Celebrating our achievements Disciplinary Act out different scenarios.	R9 R17 R25	R10 R18 R26 H2 H10 H18 H26	R11 R19 R27 H3 H11 H19 H27	R12 R20 R28 H4 H12 H20	R13 R21 R29 H5 H13 H21	R14 R22 R30 H6 H14 H22	R15 R23 R31 H7 H15 H23	R16 R24 R32 H8 H16 H24	 Know how to set simple goals Know how to achieve a goal Know how to identify obstacles which make achieving their goals difficult and work out how to overcome them Know when a goal has been achieved Know how to work well with a partner Know that tackling a challenge can stretch their learning Healthy Me Know the difference between being healthy and unhealthy Know some ways to keep healthy Know how to make healthy lifestyle choices Know that all household products, including medicines, can be harmful if not used properly Know that medicines can help them if they feel poorly Know how to keep safe when crossing the road Know how to keep themselves clean and healthy Know that germs cause disease/illness 	 Know how to choose a realistic goal and think about how to achieve it. Know that it is important to persevere. Know how to recognise what working together well looks like. Know what good group working looks like. Know how to share success with other people. Healthy Me Know what their body needs to stay healthy. Know what relaxed means. Know why healthy snacks are good for their bodies. Know which foods give us energy. Know how medicines work in their bodies. Know that it is important to use 	desired result. • Perseverance is doing something despite it's
	Motivation Healthy Me		My le	arning streng persev hy Me	gths.	Learni Health	achieve	ers.	A group challenge success Healthy Me	Celebrating our achievements proud Healthy Me	Quiz on substantive knowledge. Disciplinary Act out different scenarios. Substantive Quiz.