YEAR 2 AUTUMN 1 MTP

BRAVE NEW WORLD - OVERVIEW												
	Imagine if				Imagine if							
WEEK	ONE (3 days) 4.9.24	TWO 9.9.24	THREE 16.9.24	FOUR 23.9.24	FIVE 30.9.24	SIX 7.10.24	SEVEN 14.10.24	EIGHT 21.10.24				
Thinking like an author	Can I create a description about an image?	Can I explore the images from a story? What are my thoughts and the thoughts of others about the book? Can I use images to retell a story? What might the characters be saying?	What might the characters be saying? what is a time connective? How can I box up part of a story? How do I recount part of the story?	How do I identify features of a fact file? Can I research facts about Amelia's beginnings? Can I create the first section of my fact file? Why was Amelia amazing? Can I edit my work using feedback?	Character traits Can I present the facts for the second section of my Fact File? Can I present the facts for the third section of my Fact File?	How can I respond to an illustration? How do I make connections with the text? How do I respond to an illustration? What are my thoughts and the thoughts of others about the book?	How can I find out information? <u>How can I write</u> <u>to persuade?</u> How can we write an explanatory text? How do I question someone? How can I write a story including the theme of Space?	How can we write a collaborative poem? How can I write my own space poem? Can I publish my work?				
Thinking like a Scientist		What are the different stages of the human life cycle?	Which offspring come from which parent animal?	Can you observe and measure growth in humans?	Can you identify and list the basic needs for survival for humans?	How does a particular species survive?						
Thinking like a computer												
programmer Thinking like a engineer Thinking like an												
artist Thinking like a historian		Can I work effectively in a team?	Who was Amelia Earhart?	Can I compare planes from the past and the present?		Can I understand how it felt to land on the moon in July 1969?	Can I order the events of Space travel?					
Thinking like a geographer												
PSHE	Being Me	Being Me	Being Me	Being Me	Being Me							
RE						The Good Samaritan The story of The Paralysed Man	To recognise acts of kindness.					

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Thinking like a musician								
PE		Real PE						
Maths Thinking like a mathematician	Number and Place Value	Number and Place Value	Number and Place Value					
Guided Reading								
Spelling and Handwriting								
Outdoor Learning opportunities and trips								
Links to school values								