

Information for Parents

Our topic for Autumn 2 is 'Eureka'. The topic web below roughly outlines how the different subject areas will be covered.

Where activities are listed in both year groups they are differentiated for that year group.

N.B Some activities may change or different activities may be added depending upon which areas the class choose to investigate further!

History

We will be ordering important inventions on a time line.

We will be learning about Islambard Kingdom Brunel and Stephenson.

We will be looking at how trains have developed over time.

To learn about the inventions of the Wright Brothers (aeroplane), Thomas Edison (light bulb), Henry Ford (car and the wheel).

Art/DT

To explore a range of wheels.

To design and make a steam train.

To evaluate the model we have made.

To make cars using wheels and axles.

To create a range of digital images.

To paint our vehicles.

Science

To investigate if doctors are scientists.

To learn about the importance of exercise, eating healthy food and good hygiene.

To learn about Charles Macintosh and investigate which materials are waterproof.

To learn about what plants need in order to stay healthy and grow.

To learn about food chains and to look at Rachel Carson's study of the ocean.

To learn about renewable energy and the invention of wind turbines.

To learn about scientists and inventors.

To begin to investigate materials and their properties.

To make rain gauges and measure rainfall.

To investigate which material is best for keeping warm.

Eureka

Year 1

Year 2

RE

To look at the signs and symbols we see in everyday life.

To learn about the signs and symbols of different religions.

To learn about the signs and symbols that Christians use and what they mean.

To learn about the signs and symbols that Muslims use and what they mean.

To explore our wonderful world.

To learn about the Creation story - variation between religions.

PSHE

To understand the rights and responsibilities of being a member of their class and school.

To listen to other people and contribute own ideas about rewards and consequences.

To understand how following the Learning Charter will help them and others learn.

To learn about rights and responsibilities.

To learn about actions and consequences.

Computing

To use the digital camera to capture images.

To use word processing programme to type up information.

To sequence images.

To create an algorithm.

To learn how to log on and off.

To learn how to create and save work on the computer, including digital images.