Autumn 2 sequence of learning – Key Stage 1, Year 2

KEY THEME: The Great Fire of London



explain why it lives there.

Recreate a traditional Christian/Jewish or Muslim welcome ceremony.

To design, make and evaluate a functional model of the London Eye

Music: On this Island: British Songs and Sounds	History: The Great Fire of London	PSHE: Celebrating Difference: Respect for similarity and difference. Anti-bullying and being unique.
PRIOR KNOWLEDGE Children can create a piece of music that represents basic tempo, dynamic and pitch changes.	PRIOR KNOWLEDGE Children can explain the history of the first flight and The Wright Brother's contribution to this.	PRIOR KNOWLEDGE Children can explain what makes them unique and special and to understand the importance of treating everyone equally regardless of their differences.
INTENT To sing, play and follow instructions to perform as a group.	INTENT To understand why was it called the 'Great' Fire of London?	INTENT In this Puzzle (unit) the class talk about gender stereotypes, that boys and girls can have differences and similarities and that is OK. They talk about children being bullied because they are different, that this shouldn't happen and how to support a classmate who is being bullied. The children talk about feelings associated with bullying and how and where to get help. They talk about similarities and differences and that it is OK for friends to have differences without it affecting their friendship.
VOCABULARY Composition, duration, dynamics, inspiration, pitch, structure, tempo, texture, timbre.	VOCABULARY Timeline, past, present, fire brigade, rebuild, cathedral, thatch, evidence, diary.	VOCABULARY Similarities, differences, assumptions, shield, stereotypes, boys, girls, special, bully, purpose, kind, lonely, unkind, feelings, sad, help, male, female, diversity, fairness, kindness, unique, friends
 SEQUENCE OF LEARNING To learn about the music of the British Isles. To learn about the music of the British Isles and create music of our own (part 1). To learn about the music of the British Isles and create music of our own (part 2). To compose a piece of music as part of a group. To evaluate and improve a group composition. 	 SEQUENCE OF LEARNING 1. How can we work out why the Great Fire started? 2. What happened during the Great Fire and how do we know? 3. Why did the Great Fire burn down so many houses? 4. Could more have been done to slow the spread of the fire? 5. How did people manage to live through the Great Fire? 6. How shall we rebuild London after the Great Fire? 	 SEQUENCE OF LEARNING I am starting to understand that sometimes people make assumptions about boys and girls (stereotypes). I understand some ways in which boys and girls are different and accept that this is OK. I understand that bullying is sometimes about difference. I can recognise what is right and wrong and know how to look after myself. I understand that it is OK to be different from other people and to be friends with them. I can tell you some ways I am different from my friends.
OUTCOME/COMPOSITE To create a piece of music that represents three distinct environments.	OUTCOME/COMPOSITE To create a museum all about the Great Fire of London.	OUTCOME/COMPOSITE To understand that it is ok to be different. To explain what bullying is, feelings associated with bullying and how and where to get help if I or someone I know is being bullied.

Physical Education (PE): Inspire – create - perform	Computing: Programming A – robot algorithms	Art: Drawing skills
PRIOR KNOWLEDGE Pupils will have developed and refined fundamental movement skills, including agility, balance and co- ordination through gymnastic activities. Pupils should be able to perform these movements with increased fluency.	PRIOR KNOWLEDGE Children have explored using commands to programme a floor robot and have begun predicting outcomes.	PRIOR KNOWLEDGE Children have practiced mark making using a variety of different materials. Children have explored the colour wheel – primary, secondary, and tertiary colours.
INTENT Explore 'moving to music' by responding to a stimuli. Movement sequences will be explored (actions, travel, patterns, and combinations) and applied to music.	INTENT This unit develops learners' understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. They will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.	INTENT In this pathway pupils are introduced to the idea that artists are inspired by the world around them. Children are empowered to go out into the world, re-see, collect and represent through drawing. See accompanying PDF https://www.accessart.org.uk/exploredraw/
VOCABULARY Music, rhythm, timing, count, dance, sequence, actions, travel, 'exploring' theme.	VOCABULARY Sequence, outcome, algorithm, debug	VOCABULARY Continuous line drawing, patterns, sequence, symmetry, pictorial representation, repetition, media, techniques, tactile, digital collage, resist,
 SEQUENCE OF LEARNING To know their new topic 'inspire- create – perform'. Pupils will be able to move to music in the warm-up activities. Pupils will use the stimuli of 'Celebrations' and explore different actions and types of travel associated with this. Pupils will understand the term 'choreograph' and they will be able to choreograph a short 'celebration' sequence. Pupils will extend and develop their sequence by introducing pathways. Pupils will use the process pf evaluating to improve their own and other performances. Pupils will perform their choreographed sequences to their peers. 	 SEQUENCE OF LEARNING 1. Internet safety 2. Giving instructions - To describe a series of instructions as a sequence 3. Same but different - To explain what happens when we change the order of instructions 4. Making predictions - To use logical reasoning to predict the outcome of a program 5. Mats and routes - To explain that programming projects can have code and artwork 6. Algorithm design - To design an algorithm 7. Break it down - To create and debug a program that I have written 	 SEQUENCE OF LEARNING 1. To know that Artists Are Collectors & Explorers: Using sketchbooks if available, introduce children to the idea that artists are often collectors and explorers. 2. To explore and collect: Create "Patterns With Nature". Photograph Your Work. Create "Digital Collages" using this resource. 3. To complete two drawing exercises: Exercise One: Continuous Line Drawing Exercise Exercise Two: Feely Drawings 4. Project: Wax Resist Autumn Leaves: Follow the "Wax Resist Autumn Leaves" resource. 5. Project: Wax Resist Autumn Leaves: Follow the "Wax Resist Autumn Leaves" resource. 6. Reflect, Share, Talk
OUTCOME/COMPOSITE Pupils will use their fundamental movement skills and apply them in movement sequences in line with the stimuli of 'celebrations'. Pupils will choreograph and	OUTCOME/COMPOSITE To design an algorithm to navigate their robot across an obstacle course, collecting points by covering certain squares and losing points if they hit	OUTCOME/COMPOSITE Children will have a collection of drawn and printed images using naturally occurring objects and leaves. This can be used to create a seasonal exhibition of

stimuli of 'celebrations'. Pupils will choreograph and perform their sequence to their peers.

covering certain squares and losing points if they hit an obstacle.

their artwork.

KEY TEXT



