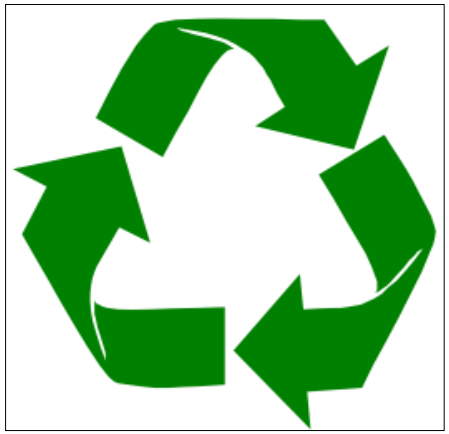
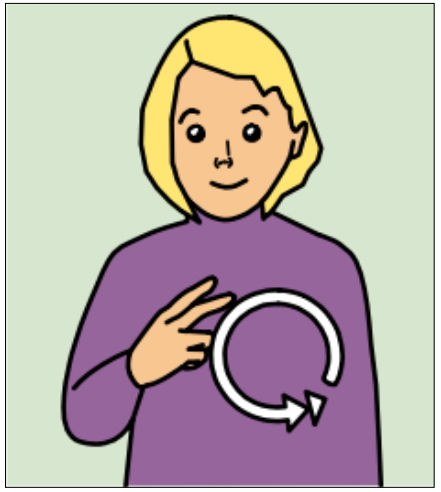
Kingsland School

Long Term Planning - CLDD

Upper School Summer Term—Year 2





Keen To Be Green

Responsible Citizens | **Confident Individuals** | **Successful Learners**

Communication | Cognition | Community | Physical, Personal Health & Wellbeing | Life Skills

Communication

STORY: myth or legend

POETRY: poetry to read aloud or perform

NON-FICTION: cross-curricular opportunities for pupils to develop their vocabulary at an appropriate level, e.g. name animals, replicate sounds they make, develop object/symbol/word recognition both verbally & visually (where appropriate)

PSED

Pupils will experience & explore TACPAC activities in order to learn how to:

-create an effect using a range of actions & equipment

-make consistent choices using cause & effect equipment

-demonstrate dislikes (by turning away, making vocalisations) & demonstrate that they can stop the activity

-recognise & respond to instructions to 'stop' and 'go'

-manage risky behaviour (not getting too close to the edge or jumping from a height etc)

Link to: SRE (making choices) & Safety (Keeping Safe & Likes/Dislikes)

Cognition

NUMBER: ongoing focus

MEASUREMENT: explore volume of lots of different types of container; learn key vocabulary when pouring liquid e.g. 'go', 'more', 'stop', 'finished'; handle money; play shop; use money to exchange for goods in local shops; recognise coins & notes as money in real life situations; sort coins & notes into groups of the 'same'

GEOMETRY: explore & make 3D shapes using recycled objects; experience a woodland walk that incorporates turns, lines & angles

Link to Maths Schemas according to pupil motivators & strengths

PLANTS (flowers & seeds):

Observe & explore:

-the life cycle of flowering plants (including pollination, seed formation and seed dispersal)

-the requirements of plants for life and growth (air, light, water, nutrients from soil, and room to grow)

CREATING INSTRUCTIONS: develop an awareness of cause & effect and/or recall a single instruction or more than one instruction in order to control a digital device

Link to whole curriculum:

Switch skills progression

Contingency responding & awareness

Musical

KODALY SKILLS (use of Songs & Games for Tiny Tots/ Early Years & adapted from Jolly Music):

Beat development – use of props such as Lycra & elastic rings, as well as resonant instruments, such as big drums and resonance board.

Pitch development – Songs to be sung daily at child friendly pitch (similar to Jolly Music tracks). Listening opportunities should active & involve live singing as much as possible with the use of lycra, parachutes & scarves. Children should experience songs through games and whole body movement. Games should include multi sensory props to encourage engagement, e.g. Puppets. They should be encouraged to join in with very simple songs with opportunities for vocal response (Intensive Interaction approach). Tell stories in a musical way using instruments & other props to enhance them.

TOPIC BASED: listen to music from other traditions & cultures e.g. African drumming, STOMP!, Groove Onkel

Physical

SUMMER 1 SKILLS: Team Sports

SUMMER 2 SKILLS: Athletics (including sports day)

TOPIC BASED IDEAS: grass sports e.g. cricket & rounders

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Communication

Cognition

Community

Physical, Personal Health & Wellbeing

Life Skills

Individual Programmes

Music Therapy

Scerts programmes

SI programmes

SALT programmes

Hydrotherapy

Physiotherapy

Positive Looking / Positive Eye Programmes

Communication Journeys

Daily Routines

Explanation of this

Physical

Physiotherapy

Hydrotherapy

Group activities e.g. Boccia, dance, multi-skills

Sports competitions

Rebound Therapy

MATP

Outdoor Learning including Forest Schools

Play (indoor & outdoor)

Music

Yamsen Choir & Concerts

Signing Choirs

Performances

Christmas performance

Drumming groups

Music Technology groups

Live Music Now!

Theme days/weeks

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Project Based Learning

Science

EVERYDAY MATERIALS:

Explore—different materials & their use; feely tubs 'what is in the tub?'

Name—different materials

Sort—materials by their properties

Design/Food Technology

Grow herbs & vegetables; cook a healthy menu to create using these ingredients

Link to Enterprise

Humanities

GREEN EVENTS: recycling rota in class, make recycled paper, litter picking, sponsored mile, class 'green pledge'

Art

COLOUR & LINE: paint pictures of leaves, trees, plants & flowers

3D WORK: make a bird feeder using recycled materials; make a recycling monster to 'feed' all the class recycling to; decorate cress heads & watch them grow; make raincatchers & use the water to water the plants

COLLAGE & TEXTURE: make your own recycled paper & use this paper in class; use recycled paper to make seed bombs to plant

PRINTING & PATTERN: grown vegetables & use them to print repeating patterns; use different shaped leaves to print patterns

Enterprise

Design, make & sell T-shirt bags

Recycle birdfeeders

Drama

N/A

R.E.

GENERAL FOCUS: Beliefs—caring for the community & the wider world

CELEBRATIONS: Father's Day