

English

Mr Benn- where would you go if you got to go into the costume shop? Write a story about your adventures.

Fantasy stories.

Information posters about the place their flying carpet would take them.

Mathematics (see separate maths medium term planning for discrete maths)

Repeating patterns and symmetry related to the carpets. Look at 2d regular and irregular shapes on the carpet patterns.

Tessellating Patterns

Measurement- how long do your strips need to be to weave a carpet?

Fractions - Which fraction of the carpet needs to be a certain colour.

Geography/History

Oceans and continents- where would you fly over on your flying carpet?

Make a passport for each child to travel around the world on the magic carpet- where would you like to go? Research the places and compare with Dereham.

Magic carpet UK - Identify characteristics of UK.

Devise a map and route for the magic carpet.

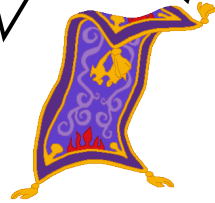
Art/DT

Weaving- chn to make their own flying carpet.

Looking at pattern related to carpets.

Sewing

Where would your flying carpet land?



Computing

Animation linked to fantasy stories.

Research places around the world.

Beebots - Route for magic carpet.

Science

Habitats- based on story settings for Mr Benn. Can we make our own mini habitats? What important features do we need to include to encourage life?

Materials- what would happen to your carpet in the rain? Which materials would work well?

Year 2

Spring 2

Music

Our Land - Exploring sounds

RE

What is the Jew's special book and why is it important to them?