



The Great Fire Of London (History Focus) Year 2

History

Explain why the fire happened and what occurred.
Sequence main events of the fire.
Give reasons why Samuel Pepys buried his belongings.
Explain changes made to buildings because of the fire.
Know about the different ways in which the fire was recorded.

Literacy

Write a diary entry pretending to be Samuel Pepys Write an explanation about how the fire happened. Write an eye witness account
Fairy tales - compare different Fairy Tales and write our own version of one.
Poetry - List poems/Calligrams

Science

Plants and Animals
Children observe inside seeds and bulbs and describe how they grow into mature plants. They find out and describe how plants need water, light and a suitable temperature to grow and stay healthy. Find seeds in the local environment. Basic needs of human and animals Discuss how animals have offspring that grow into adults and think about how children have changed since they were babies. Look at various life cycles and find out what animals need to survive. Study balanced diets and exercise, which help keep humans fit and healthy.

Maths

- Number and place value
- Addition and subtraction
- Multiplication and division
- Fractions
- Measurement
- Geometry-properties of shape
- Geometry-position and direction
- Statistics

Art/DT

To look at different ways the fire was recorded e.g. paintings, drawings etc Sculpture: Andy Goldsworthy

Food Tech - Savoury sandwiches/milkshakes and smoothies

Geography

Recognise and name the city where the Great Fire occurred and find it on a map of the UK.
Geography of the school grounds (Map skills)
Daily and seasonal weather

Computing

Create a simple animation
Use computing to write a short description of their animation.
To understand the difference between digital and non-digital images (including paintings, illustrations and photographs)

PE

Dance - Copy and remember moves and positions. Move with careful control And coordination. Link two or more actions to perform a sequence. Choose movements to communicate a mood, feeling or idea.
Games - Use rolling, hitting, running, Jumping, catching and kicking skills in Combination. Develop tactics. Lead others When appropriate.
Gymnastics - Copy and remember actions. Move with some control and awareness Of space. Link two or more actions to make A sequence.

R.E

Signs and symbols
Festivals of Light
P.S.H.E

Health and wellbeing
Play nicely, keep safe