



Brownhills West Medium-Term Planning Autumn 1 2026-27 Year 2

NC Subject	NC Content & Coverage	Learning Sequence:	Experiences / Enrichment / Trips
<u>History</u> <u>Technology -</u> How has technology changed our lives over the last 60 years?	develop an awareness of the past, using common words and phrases relating to the passing of time. learn where the people and events they study fit within a chronological framework and identify similarities and differences between ways of life in different periods. use a wide vocabulary of everyday historical terms. ask and answer questions, choosing and using parts of stories and other sources to show that they know and understand key features of events. understand some ways in which we find out about the past and identify different ways in which it is represented. changes within living memory, where appropriate, these should be used to reveal aspects of change in national life.	Lesson 1: How can we find out about the past? Lesson 2: How has technology changed how we write? Lesson 3: How has technology changed how we talk? Lesson 4: How has technology changed the way we are entertained? Lesson 5: Who are the important inventors in the history of technology? Lesson 6: How has technology changed our lives over the last 60 years?	Discussions about trip in year 1 to the Black Country Museum.
<u>Geography</u>			
<u>Science</u> <u>Living things and their habitats-</u> How do we know something is alive?	explore and compare the differences between things that are living, dead, and things that have never been alive. identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. identify and name a variety of plants and animals in their habitats, including microhabitats. describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.	Lesson 1: What clues tell us something is alive? Lesson 2: How are plant habitats different around the world? Lesson 3: How are animals suited to different habitats around the world? Lesson 4: What makes a tiny place the perfect home? Lesson 5: What is a food chain? Lesson 6: How can we protect habitats?	
<u>Design and Technology</u> <u>Textiles -</u> Buzzing bookmarks	Design design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Make select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria Technical knowledge build structures, exploring how they can be made stronger, stiffer and more stable	Lesson 1: How do we prepare to create a bug-themed bookmark? Lesson 2: How can we use what we found out to help us design a great bookmark? Lesson 3: How can we use stitching to make our bookmarks strong and appealing? Lesson 4: How do we sew a bookmark? Lesson 5: What makes a successful product?	
<u>Art</u>			
<u>Computing</u> Information technology in the world beyond school	develop understanding of what information technology is and begin to identify examples. discuss where they have seen IT in school and beyond. investigate how IT improves our world whilst also recognising the importance of using IT responsibly.	Lesson 1: I can recognise the uses and features of information technology. Lesson 2: I can identify information technology in school. Lesson 3: I can find and describe examples of how information technology is used in the world beyond school. Lesson 4: I can explain how information technology helps us. Lesson 5: I can explain how to use information technology safely.	



		Lesson 6: I can recognise that choices are made when using information technology.	
<u>PSHE</u> My Happy Mind Meet your Brain	what the brain looks like and that it is fully grown by the age of 6. That our brain helps us to make good decisions and remember what we have learnt. That the Amygdala causes Fight, Flight or Freeze. When we learn something new, our brain remembers it and grows. Neuroplasticity how Happy Breathing can help with Neuroplasticity	Lesson 1: What does our brain look like and what is it made up of? Lesson 2: How do our brains grow and what is Neuroplasticity? Lesson 3: Which emotions might impact Team H-A-P? Lesson 4: How does Happy Breathing help us? Lesson 5: How can we use all of our new knowledge?	
<u>P.E.</u> Ball Skills	Physical: roll, track, dribble with feet, kick, throw, catch, dribble with hands, balance, run Social: inclusion, communication, collaboration, leadership Emotional: independence, honesty, perseverance, determination Thinking: comprehension, select and apply skills, use tactics	Lesson 1: To develop rolling to hit a target. Lesson 2: To develop stopping a rolling ball. Lesson 3: To develop dribbling a ball with your feet. Lesson 4: To develop kicking a ball. Lesson 5: To develop throwing and catching. Lesson 6: To develop dribbling with your hands.	
<u>Religious Education</u> What is the good news Christians say Jesus brings? Part 1	the concept of 'Gospel' and the good news of forgiveness, peace and love that Christians believe Jesus brings. Matthew the Tax Collector and how Christians believe that Jesus offers forgiveness, looking at their heart rather than what they have done in the past. the instructions that Jesus gives in the Bible and how Christians follow his example and these instructions in order to behave in a Christ like way. to consider whether Jesus' good news is only good news for Christians or whether there are things for people from different worldviews to consider.	Lesson 1: What did Jesus' good news mean for Matthew in the Bible story? Lesson 2: What might a Christian say was the good news that Jesus brought to Matthew? Lesson 3: What do many Christians believe is the good news that Jesus brings about forgiveness? Lesson 4: What do many Christians believe is the good news that Jesus brings about peace? Lesson 5: What might Christians do to follow the life of Jesus and bring 'good news' to people? Lesson 6: How might Christian prayer link to saying sorry and forgiveness?	
<u>Music</u> Minibeasts	Compose an accompaniment using tuned percussion, playing chords, and creating sound effects. Sing clearly articulated words, smoothly and together in time. Match voices accurately in a singing game. Listen to the music and create a 'minibeast'-inspired dance.	Lesson 1: Choreograph and perform a characterful dance for the song 1. Lesson 2: Choreograph and perform a characterful dance for the song 2. Lesson 3: Sing with clear diction and a smooth style. Lesson 4: Play an accompaniment on tuned percussion. Lesson 5: Play an accompaniment on tuned percussion and compose minibeast sound effects. Lesson 6: Perform as part of a class performance.	