Crazy Creations and Inspiring Inventions

Main Headings of Learning Journey and Key Questions

Famous Inventions

- ★ Which inventions changed the world?
- ★ How have they changed the world?
- ★ What do we need to be creative and inventive?
- ★ How can we develop our thinking skills and problem solving?
- ★ Inventing different inventions based on our English.

What inventions have changed their lives? What inventors inspire you?

Leonardo Da Vinci

- ★ Who was Leonardo Da Vinci?
- ★ What is he famous for?
- ★ What did he invent?
 - ★ Why was his work so special?
 - ★ Why was he so fascinated with flight?

RE Learning:

- ★ Topics: Galilee to Jerusalem and Desert to Garden.
- ★ Learning about Baptism and the importance of forgiveness.
- ★ Exploring Lent and the events of Holy Week; an opportunity to start anew in order to celebrate Jesus' new life.
- ★ Learning about the Sacrament of Reconciliation.

Can you share your favourite Bible stories at home?

Art Learning:

- ★ Exploring different painting techniques.
- ★ Being inspired by Aboriginal stick painting techniques.
- * Exploring the use of texture and pattern in collage.

Our Learning Journey Spring Term Year 2



English Learning:

- ★ Looking at exciting story books about using them as inspiration for our writing.
- ★ Developing of use of vocabulary to build imagery in poetry and performing poetry.
- ★ Writing detailed instructions and explanation texts which surround the designing and the workings of new inventions.

Maths Learning:

- ★ Learning 2, 5 and 10 times tables off by heart.
- ★ Finding ½, ¼ fractions and equivalent ²/₄ fractions.
- ★ Know number pairs to 100 e.g. 30 + 70 = 100.
- \star Find total of coins to £1.
- ★ Measuring and weighing using m, cm, kg, and l.
- ★ Telling time to half and quarter hours.
- ★ Identify and explore common 2D and 3D shapes.

<u>Science Learning:</u>

- \star Indentifying the life processes for all living things.
- ★ Exploring life cycles of animals and their habitats.
- ★ Describing and investigating food chains.
- ★ Looking at microhabitats using the school grounds.
 - ★ Exploring plants and what they need to grow.
 Can you research a famous scientist at home?

DT Learning:

- ★ Exploring knowledge, understanding and skills we need to be great designers. Critiquing, evaluate and testing our creative ideas.
- ★ Draw and model my ideas, to see what will work and how it can be improved.