

**Autumn Term  
Class 2  
Branscombe C of E Primary  
School**

**Britain since the 1930s  
Featuring a celebration of RAF 100  
DEN – WWII Trench**

**Possible Activities**

Work as code breakers to identify numbers from clues about them.  
Identify missing digits in addition and subtraction calculations to help decode a secret message.  
Solve problems involving calculating speed or distance of aircraft, using the formula  $speed = distance / time$ .  
Use understanding of perimeter, area and volume to draw up a plan for packing up an aircraft.  
Times Table Rock Stars games and tests.  
Mental Maths games and 'Number talk' discussions about different methods and strategies for solving problems.

**Possible Activities**

Read and recite sections of text to explore and become familiar with different sentence structures. Explore the vocabulary, layout and language features of an effective piece of diary writing, different styles of poetry (including haiku, limerick and free verse), non-chronological reports and stories.  
Write a diary recount in role as a World War II pilot.  
Write a story about a World War I soldier in the trenches, using different types of poems.  
Write a report about an aspect of life and how it changed in the course of the 20<sup>th</sup> Century.  
Write a story set around an event in the 20<sup>th</sup> Century that emphasises one of our school values.

**Possible Activities**

Identify the countries involved in WW2, use map skills as if we were WW2 pilots.  
Use maps to identify counties and cities in the UK and different uses of land across Britain and how these have changed.  
Learn to use a compass and map to navigate.  
Use books and the Internet to investigate and write reports about different places in Britain.  
Write an information leaflet about the 100 years of the RAF.  
Write instructions / reports linked to Design and Technology projects such as building a model signal tower, explaining what worked and what didn't.  
Explore different forces (e.g. gravity, air resistance, water resistance) by setting up and carrying out practical experiments, such as comparing how parachutes fall. Use books and other sources of information to find out more about the forces involved in flight.

**Mathematical Development**

(Problem solving, reasoning and numeracy)  
Place value, reading and writing numbers, ordering and comparing numbers, Roman numerals and rounding numbers.  
Addition and subtraction.  
Multiplication and Division.  
Measurement, including length, perimeter and area.

**Communication, Language and Literacy**

(Speaking and listening, reading, writing, MFL)  
In addition to ongoing spelling, grammar and guided reading, we will explore the features of particular genres through reading the following core texts:  
Diary recounts – 'My Secret War Diary' by Flossie Albright;  
A story told through different forms of poetry – 'Cloud Busting' by Malorie Blackman;  
Non-chronological reports – DK Big Book of Airplanes;  
Historical stories with a moral – 'The Yellow Star' by Carmen Agra Deedy.

**Knowledge and Understanding of the World**

(Geography, History, Science)  
History – Changes in the 20<sup>th</sup> century, including World Wars I and II and the development of planes and the RAF.  
Geography – changes in land use, countries in Europe and countries in the UK.  
Forces (e.g. gravity, air resistance, water)

**THE VISIT/VISITOR**

Visit to Upton Airfield and Heritage Centre  
Musical in a Day – "No Man's Land: Christmas 1914"

**Physical Development**

(PE, Growth and Health)  
Invasion games – tag rugby.  
Gymnastics – travelling and jumping.  
PSHE – Citizenship (Me & my community) responsibility, new beginnings, friendships and safety online.  
Good Samaritan challenges.

**Possible Activities**

Skills practice – passing backwards.  
Team games involving strategy, chasing and 'tagging'.  
Games of tag rugby.  
Exploring different ways of travelling and jumping.  
Working with a partner or in a small group to develop, rehearse and perform a short gymnastics routine.  
Role-playing scenarios, watching videos and discussing responsible actions and choices.

**Possible Activities**

Investigating the core beliefs, customs and practices of the Jewish faith.  
Learn about Jewish food laws – what is 'kosher'?  
Learn about the Jewish custom of observing a Sabbath day and discuss how important it is to have a day of rest, linking to PSHE work on mental health.  
Investigate the Jewish festival of Pesach or 'Passover'.  
In role as investigative reporters, examine Old Testament prophecies about a 'Messiah' and the evidence in the New Testament to suggest that Jesus was the expected Messiah or Saviour.

**Understanding of Faith Belief and Cultures**

RE - How do we make moral choices?  
Judaism – the Ten Commandments, the Torah and the Talmud.  
Why do Christians call Jesus the Messiah?

**Creative Development**

(Art, D&T, Music, Role Play)  
Music – learning to play the guitar, singing and performing with others.  
Art – pop artists of the 20<sup>th</sup> Century.  
D&T challenges linked to the RAF 100 celebrations, using resources produced by the Royal College of Engineering.

**Possible Activities**

Learn to play notes and chords on the guitar.  
Play chords to accompany singing.  
Learn and sing a range of songs, including those that were popular at the time of the World Wars.  
Rehearse and perform a Christmas play.  
Investigate the work of pop artists such as Andy Warhol, Roy Lichtenstein, David Hockney and Bridget Riley and emulate aspects of their artwork, using a range of painting, drawing, collage and printing techniques.

**Computing**

The focus of this term's computing will be 'decomposing' – breaking a sequence down into smaller parts.  
Children will use 'Scratch' programming to create an animation of a poem, breaking the poem into its component parts and linking images and sounds to illustrate the poem.

**Modern Foreign Language - French**

Classroom instructions, numbers, colours and greetings.  
Role play meeting and greeting others at different times of day, using different greetings and farewells.  
Role play introductions, asking and answering questions about name, age and where we live.  
Play games to practise recognising and naming colours and numbers.