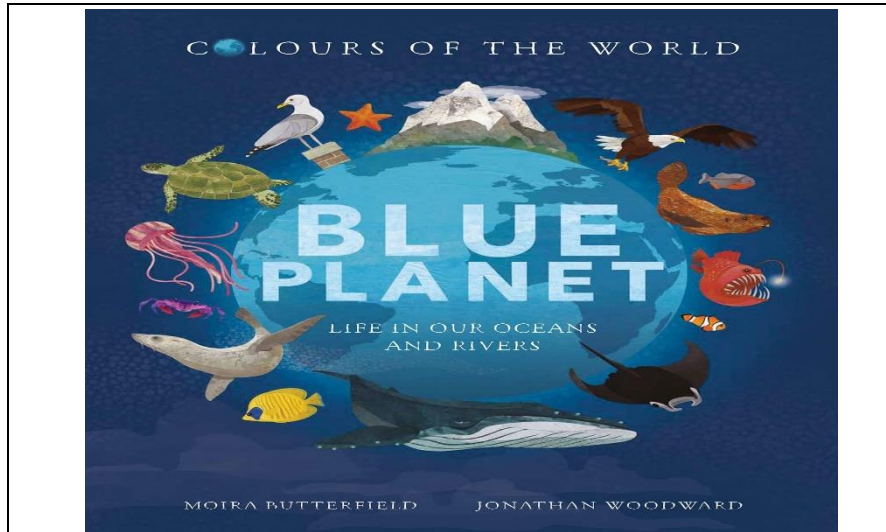




Blue Planet
By the end of this unit children will know...
- Identify different shells based on texture, colour, etc. and make predictions about what animal each shell belongs to. - Create simple predator/prey food chains using pictures and role play. - Write and perform a puppet show in small groups about protecting the sea. - Create a wildlife friendly mini pond and discuss habitat care - Know basic cause and effect language.

Intent	Implementation	Impact	Celebrate
To develop children's understanding and appreciation of the world around them, with a particular focus on oceans, seas, marine life and the importance of caring for our planet. Children will learn about a range of sea creatures and their habitats, explore the features of oceans and develop an understanding of how human actions can affect marine environments.	Children will explore the topic through a range of engaging, cross-curricular experiences. They will investigate different ocean habitats and learn to identify and describe a variety of marine animals, considering their features, diets and ways of life. Through stories, non-fiction texts, videos, artwork, role play and practical investigations, children will develop their scientific vocabulary and understanding. Children will also explore issues such as plastic pollution and conservation, taking part in practical activities that encourage them to consider how they can help protect our oceans.	Children will develop a secure understanding of oceans, marine habitats and the animals that depend upon them. They will be able to use appropriate vocabulary to describe sea creatures and their environments and demonstrate an increasing ability to ask and answer questions about the natural world. Children will develop greater awareness of environmental issues, particularly pollution and its impact on marine life, and will understand that their actions can contribute to protecting the planet. The topic will nurture curiosity, empathy and a sense of responsibility towards the natural environment.	- Weekly "Ocean Hour" where siblings/pairs from different years buddy up for craft, reading sea stories or citizen science tasks. - Eco-club project: start a school "marine garden" (pond, wet area) and a plastic reduction campaign. - Music & PE: Create a whole-school "ocean movement" performance (waves, creatures) for Celebration Week. - Art trail: each year group contributes a piece for an outdoor trail — parents invited.

Core Subjects: Links to theme
English
Write a description of a sea shell.
Mathematics
Survey litter found on the school grounds
Science
Investigate water habitats and create food chains.
Computing
Use digital tools to create ocean music

Blue Planet: Year 2 : Knowledge Content	
Personal Development	Foundation Subjects
Spiritual	History & Geography
- Know the differences between being healthy and unhealthy. - I know how to make healthy lifestyle stories.	- Look at pollution around the school and investigate its cause and effect. - Introduce local actions people can do to help stop ocean pollution. - Prepare a mapped route for a small group tidy - Compare aerial images of coast vs inland - Make a simple scaled map of a coastline area
Moral	Art & Design and Design Technology
- Feel good about myself when I make healthy choices. - Know how to keep myself safe.	- Design and create food chain mobiles. - Use litter to create a collage of a whale
Social	Music and Languages
I can celebrate achievement with my partner.	Use different instruments to create ocean sounds.
Cultural	Physical Education
Identify some of the different ways the past has been represented.	Create a dance using movements that represent the ocean.

Core Subjects:
English
See below Book Talk: The Owl who was Afraid of the Dark by Jill Tomlinson
Mathematics
See below
Science
Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for different uses. Compare how things move on different surfaces.
Computing
I can recognise the uses and features of information technology. I can identify the uses of information technology in the school. I can identify information technology beyond school. I can explain how technology helps us. I can explain how to use information technology safely. I can recognise that choices are made when using information technology.

Blue Planet Year 2 : Links to National Curriculum Framework Skills
Foundation Subjects
History & Geography
- key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather - key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop - use simple compass directions (north, south, east and west) and locational and directional language [for example, near and far, left and right], to describe the location of features and routes on a map - use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key - use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment
Art & Design and Design Technology
Explore ideas and collect visual information.
Music and Languages
Composition - Sequence of long and short sounds. Mixture of different sounds.
Physical Education
Copy and repeat actions. Vary the speed of their actions. Put a sequence of actions together to create a motif. Perform using a range of actions and body parts with some co-ordination.

Core Subjects:
English
Children will complete weekly assessed writes in topic and mystery box writes. Children will complete an assessed write of a non-chronological report. Children will read weekly and will answer assessment based questions.
Mathematics
Children will use discreet end of unit assessment sheets.
Science
Children will use the discreet Science End of unit Science Assessments sheet.
Computing
I can recognise the uses and features of information technology. I can identify the uses of information technology in the school. I can identify information technology beyond school. I can explain how technology helps us. I can explain how to use information technology safely. I can recognise that choices are made when using information technology.

Blue Planet: Year 2 : Core Skills/Assessment Opportunities
Foundation Subjects
History & Geography
- Children will look at pollution around the school and investigate its cause and effect. - Children will introduce local actions people can do to help stop ocean pollution. - Children can prepare a mapped route for a small group tidy - Children can compare aerial images of coast vs inland - Children can make a simple scaled map of a coastline area
Art & Design and Design Technology
- Children will design and create food chain mobiles. - Children will use litter to create a collage of a whale
Music and Languages
Children will use different instruments to create ocean sounds.
Physical Education
Children can copy and repeat actions. Vary the speed of their actions. Put a sequence of actions together to create a motif. Perform using a range of actions and body parts with some co-ordination.

English

Text Type	Text Structure	Sentence	Useful Vocabulary	Word Classes	
Letter	Ideas are grouped together for similarity. Writes in first person. Use spaces to separate words. Begin to use full stops. Begin to use exclamation marks. Capital letters for start of sentence, names, personal pronouns. Read words with contractions.	Simple connectives are used to construct simple sentences e.g. and, but, then, so.	It was Brilliant Best Exciting The most Super Fantastic Great It will Now you can Try	Noun What a noun is. Regular plural nouns with 'er' Verbs Third person, first person singular. Ending added to verbs where there is change to root. Simple past tense 'ed' Adjectives Add 'er' and 'est' to adjectives where no change is needed to root word. Connectives/conjunctions Join words and sentences using and/then. Tense Simple past tense 'ed'	

Mathematics

Number	Calculation	Fractions	Shape & Measure	Data
Represent 2-digit numbers Recognise the value of digits in 2-digit numbers Partition 2-digit numbers in different ways Read 2-digit numbers in words and write using numerals Read 2-digit numbers in numerals and write in words Identify 2-digit numbers on a number line Represent 2-digit numbers on a number line Estimate numbers on a number line Compare any two 2-digit numbers using $<$ $>$ and $=$ Order 2-digit numbers with different tens from smallest to greatest Order 2-digit numbers with the same tens from smallest to greatest Order 2-digit numbers Find 10 more than a given number Find 10 less than a given number	Show that addition is commutative Recall and use addition facts of two single digits bridging 10 Recall and use addition facts of single digit doubles Use addition facts of 10 to derive facts of 100 Add ones to 2-digit numbers using number facts where the tens don't change Add ones to 2-digit numbers using bridging Add ones to 2-digit numbers by rounding to ten then compensating Add multiples of ten to 2-digit numbers using number facts Add two 2-digit numbers by counting on in tens then 1s Add two 2-digit numbers using partitioning and recombining (No regrouping) Add two 2-digit numbers using partitioning and recombining Add two 2-digit numbers by rounding to the nearest ten then compensating Add two 2-digit numbers choosing an efficient strategy Add three single digit numbers		Identify and describe the properties of pentagons Identify and describe the properties of hexagons Identify and describe the properties of octagons Identify symmetry properties of 2-D shapes using vertical lines Identify and describe the properties of 3-D shapes including the number of vertices Identify and describe the properties of 3-D shapes including the number of edges Identify and describe the properties of 3-D shapes including the number of faces	