Message from the teachers:

We wanted to take a moment to recognise how hard all the children in KS1 have been working. They are making fantastic progress, and it is lovely to see their enthusiasm for learning!

Just a quick reminder that reading books need to be brought into school every day. Books will be changed once your child has read their current book a few times and can recall the words in the story without needing to sound them out.

Homework will be set every Friday and should be returned to school for marking by Wednesday at the latest. Each week, we will write the pages to be completed on the contents page, and the activities will always consolidate learning that the children have already covered in school.

Thank you for your continued support!

Mrs Mitchell, Miss Hannah and Mr McEvilly





This Weekly Learning Plan shares the learning that will be taking place this week.

Teachers:	Miss Hannah and Mr McEvilly		Year:	2	١	Date:	7 th Octo	ober 2024
	MONDAY		TUESDAY	WEDNESDAY		THURSDA	Y	FRIDAY



RE

LO: Consider the thoughts a	nd
feelings of Daniel when he wa	as
sent to the lion's den.	
SC: Listen to the story of Da	ni
and the lion's den.	
Write about Daniel's though	nts
and feelings.	

Recall: Think back to David and Goliath – what happened in this story? What was David's gift from God? Where do we find these stories in the Bible? Input: Read and listen to the story of Daniel and the Lion's Den pg 194 -

https://www.youtube.com/wat

What happened in the story? Ask children to recall and then solidify the message by asking further questions.

Important message – we should always listen to God and have trust in Him and His work. Continue to pray because God will always help

Main Activity: Create a roll on the wall of Daniel.

Year 1: Inside the person write Daniel's thoughts and feelings. Year 2: Inside the person write Daniel's thoughts and feelings. Outside the person, write what Daniel did for God.

Wrapping Up: What part of the Bible was this story from? How did Daniel feel throughout the story?

LO: Write a class psalm (shared write).

SC: Listen to some psalms. Think about what we can thank God for.

Write a psalm.

Recall: What was the story of Daniel about? Who did Daniel have a strong relationship with? Where is this story from? Input: What is a psalm? Info on slides.

Listen to 2 psalms.

Psalm 100 – Praise God for His goodness, faithfulness and protection.

https://www.youtube.com/watch ?v=5JFyrS MRFI

Psalm 8:1 – How majestic is your name?

https://www.youtube.com/watch ?v=6XQ5e0Uhgh4

What do we notice about the psalms?

Main Activity: As a class we will write a psalm thanking God for what he has done for us, with links to stories from the Old Testament.

Example: A Psalm of Thanks
Dear God above, so great and kind,

For all the love You've let me find.

You made the sun, the moon, the trees,

And gave me friends and fun and bees!

Sunda's Gospel

Mark 10:2-16 "Let the children come to me; do not prevent them, for the kingdom of God belongs to such as these."

Curious and Active

How have we been curious and active this week?
Can you think of any examples?

Rosary

Our Father, Who art in Heaven,

Hallowed be Thy Name,

Thy Kingdom come.

Thy will be done,

On earth as it is in Heaven.

Give us this day our daily bread.

And forgive us our trespasses,

As we forgive those who trespass against us.

And lead us not into temptation,

But deliver us from evil.

Amen

Hail Mary, full of grace,

the Lord is with thee.

Blessed art thou amongst women

and blessed is the fruit of thy womb, Jesus.

Holy Mary, Mother of God,

pray for us sinners,

	How did the King feel?	You brought the stars to shine at night, And filled the world with colours bright. Like David sang and danced with glee, I thank You for creating me! You gave us animals that play, And flowers bloom in a bright array. Just like the stories I have read, You guide my heart, You help me tread. Thank You, God, for every day, For hugs and smiles and time to play. I'll sing Your praise, both loud and clear, With joy and love, I'll keep You near! Amen.			now and at the hour of our death. Amen. Glory be to the Father, and to the Son, and to the Holy Spirit. As it was in the beginning, is now, and ever shall be, world without end. Amen.
5 5 5 6	Add and subtract two multiples of 10	Complements to 100 (tens)	Add an <mark>d</mark> subtract 1s	Add by making 10	Add using a number line
Maths	Pages 65-67	Pages 6 <mark>8-</mark> 70	Pages 71-73	Pages 74-76	Pages 77-79
Bug Club Phonics			Phonics Bug Phonics Phase 2, Phase 3, Phase 5		•

	LO: To make sensible	LO: To research information	LO: To research information	LO: To write in present tense	LO: To use relevant adjectives to
A Paragraph	predictions about the non-	about ancient London	about modern London	to create a poster.	describe old London.
The state of the s	fiction text – The Great Fir <mark>e of</mark>	landmarks.	landmarks.	to create a poster.	
what a you sand	London				
S Z in II	All: Before reading the text,	All: Explain that we are going to	All: We will be continuing with	All: Explain that we are going	All: Show the children the video
English	ask the children to discuss <mark>and</mark>	be making a poster to advertise	the research for our posters.	to write a	of Life in London in
	think what the book may b <mark>e</mark>	London on Thursday. However,	Today we will be researching the	poster/advertisement today	1666https://www.youtube.com/
	about.	before we can make the poster	modern landmarks of London.	persuading tourists to visit	watch?v=2wBIs5HIvBU
	 Collect and generate words 	we need to research some		London. Revisit research	Introduce the book to children
	and predictions as shared	information to include on our	Yr1&2: In books, children to	from previous le <mark>sso</mark> ns. How	and explain we will now focus
	writing.	posters. Today's lesson we will	w <mark>rite</mark> th <mark>e fa</mark> cts about modern	do you know we <mark>'re</mark> writing in	on old London. Read the first
	Use post-it notes and attach	be researching the ancient	L <mark>ond</mark> on L <mark>and</mark> marks that we as a	present tense?	section of the book, The City of
	them to the white-board (f <mark>lip</mark>	landmarks of London.	cl <mark>ass</mark> have gathered and some of		London (pages 4-7).Ask
	chart).		t <mark>heir</mark> ow <mark>n u</mark> nderneath the	Yr1&2:	children, what were the streets
		Show children the information	s <mark>ticke</mark> r <mark>for e</mark> ach landmark.	London is a beau <mark>tifu</mark> l city.	like? What were the buildings
	Yr1&2: Children are to write	for each Landmark from the		London has man <mark>y la</mark> ndmarks.	made out of? How did people
	out prediction sentences	Visit London website. Collect		The London Eye is	get around? Were people
	beginning around the title	some facts as a class.		The Tower of Lo <mark>ndo</mark> n has	healthier back then? Why/why
	page.				not?
		Yr1&2: In books, children to			
	I predict	write the facts about ancient			Yr1&2: Children sort the
	I think	London Landmarks that we as a			adjectives describing London.
	I would like to find out about	class have gathered and some of			Which adjectives did they think
		their own underne <mark>ath</mark> the			were most relevant? Where
	1	sticker for each landmark.			there any words they struggled
					with?
	-				Children to write sentences
					using the adjectives to describe
					old London. Ensure that children
					are using the past tense to
					describe London.
					London was a dirty city.
					There was lots of wooden
					buildings.
	every	every	every	every	every
	great	great	great	great	great
	break	break	<u>break</u>	break	break
	steak	steak	steak	steak	steak

	pretty	pretty	pretty	pretty	pretty
Spelling & Handwriting			N to	L	
	COMPUTING – BEE-	ART – COLOUR	HISTORY – THE GREAT	SCIENCE – ANIMALS	MUSIC – UNDER THE
	ВОТ	SLPASH	FIRE OF LONDON	INCLUDING	SEA
				HUMANS	
	Lesson 5: Bee-Bot adventu <mark>res</mark>	Lesson 3	Show pupils the main lesson		Lesson 5: Under the sea
			q <mark>ues</mark> tion. Pupils should	Before the session, print and	performance
Humanities	LO: To create a program that tells a story. SC: I can give the Bee-Bot clear instructions. I can debug my instructions if they go wrong by identifying and correcting the mistake. Recall: How would we program the Bee-Bot to go from this image to the next? (clear, forward, forward etc). Use whiteboards for children to draw their program (arrows) and see if it is correct. Discussion: Read a story called 'The Adventures of Bee-Bot' Main Activity: In pairs, children will program a Bee-Bot to move characters in different directions when they are mentioned in a story.	printing Show pupil video Lego Printing The children can print with building blocks of varying sizes or with a range of other objects. Using building blocks will provide the opportunity for them to design a printing block by grouping blocks together. Printing with individual building blocks or other objects will be more straightforward. If they are building a printing	complete the Quiz independently. Share the story of the Great Fire of London from 2–5 September 1666 using the interactive timeline game (https://www.fireoflondon.org.uk/the-game/). Hand out sets of sequencing cards telling the story of the Great Fire to pairs or small groups. Ask pupils to put the cards in order. Then run through the sequence as a class to check answers and address any misconceptions. Take photos of sequencing for books.	cut out several copies of the Animal Categories game cards. Write the category names on five large sheets of paper according to the game instructions and display them around the classroom. Place the cards on the tables. As the children arrive, ask them to gather around the tables and work together to examine the animal cards. Challenge them to match each animal to the correct category on the large sheets within a set time limit. Read aloud the features on each sheet, referring to them as "categories" so the children understand these as "groups of things." Explain terms like "warm-blooded" and "cold-blooded" if needed, and	LO: To perform as part of a group to demonstrate dynamics, pitch and rhythm. SC: I can read symbols from left to right. I can make high, low, loud and soft sounds. I can read different sound patterns. I can follow a leader. Recall: Agree or disagree with the images representing sounds and silences. Attention Grabber: presentation under the sea – what different symbols can you see in the picture? How did you use the instruments when looking at the fish? How did you use the instruments when looking at the instruments when looking at the

Observe children following along with the story, can they reach the target? Do the children panic? Can any children fix an error?

Wrapping Up: Quick-fire challenge.

block bases so the children can experiment with grouping the blocks and printing using different colours.

The children could create a pattern, picture or could print out letters, carefully positioning blocks of the right size. Remind the children that they will need to make a mirror image of the letter or turn the print around in order for the letter to print out correctly.

Encourage the children to overlap the colours and offset the bricks slightly to create a colourful kaleidoscope effect.

Ask the children what happens to the colour of the paint when the prints overlap.

The children should discuss their choice of colours and the arrangement of the prints before and as they work.

their best guesses if unsure where a card belongs. Afterward, bring the class together to review the sheets, discussing and refining their choices. Ask if anything surprised them, such as an animal being in an unexpected category. Prompt them to consider where humans or their pets might belong. Introduce the definitions of "carnivore," "herbivore," and "omnivore" from the resource sheet. Ask the children to name examples of each, including animals they might find locally or in their homes. Discuss which animals would make good pets and why others might not. Show them the Home-made Pet ideas, and let them design an ideal pet. For Year 2, ask them to list features that make a good pet and design an animal that meets these criteria, labelling the features. Have them share their designs and reasons for

their choices.

What did you do when you looked at the rhythms in the hearts?

Main Activity: presentation – follow the presentation from left to right the diver's pitch, rhythm and dynamics.
Emphasise the rhythms should be clapped.

Children will understand what each symbol represents – model Children to work in groups to play each element – ensure children are looking at the presentation and representing the different symbols in the correct order.

Wrapping Up: Did the group represent the diver, bubbles and fish correctly?

Resources: Instruments



PSHE Jigsaw

Year 1 – Being Me In My W<mark>orld</mark> Lesson 4 – Rewards and Fe<mark>eli</mark>ng Proud

Please teach me to:

- Know my views are valued and can contribute to the Learning Charter
- Recognise how it feels to be proud of an achievement

Before the lesson the teacher will have filled in the 'I am proud of you' tickets for each member of the class. The teacher shows the children a proud face and corresponding body language. Ask the children what they think you are feeling (show a proud feeling) and then say "I am proud of every child in my class". Ask the children why they think you are feeling proud of them and receive their ideas. Then take the treasure chest or a small box/container containing the 'I am proud of you' tickets and ceremoniously give each child their ticket, telling them not to show anyone.

Journal: On the next section in their journal children draw a picture of them feeling proud. Some could finish the sentence I feel proud when...

Year 2 - Being Me In My World Lesson 4 - Rewards and Consequencess Please teach me to:

- Can listen to other people and contribute my own ideas about rewards and consequences
- Help make my class a safe and fair place

There are three 'What might happen?' pictures over the next few slides: After each slide invite the children in pairs to think about and share their ideas on what might happen. Ask for some examples. Having established that every action has a consequence, children work in groups to discuss the scenario picture cards.

Together they need to work out:

- What negative behaviour/choices can they see in each picture?
- What the consequences might be of that behaviour?

Guide the children to reflect that negative/unhelpful behaviours deserve a consequence instead of a reward. Ask the children to revisit each picture and decide on a fair/proportionate consequence for each negative learning behaviour. Share their ideas. As a whole-class, children decide on appropriate

				school/class:			
				 Stopped someone else from the stopped someone else fr	om learning		
					Didn't want to make an effort		
				bid a disappointing piece	Did a disappointing piece of work		
					16 141		
				The teacher could scribe these ide	as and feed these into the		
				Whole School Learning Charter.			
		Real PE – Unit 1: Lesson 4	Fitness Focus:	F <mark>itne</mark> ss F <mark>ocu</mark> s:	Fitness Focus:	Dance:	
	@ -		Car Game	F <mark>itne</mark> ss B <mark>ing</mark> o	Don't Drop the Ball:	Just Dance – I Gotta Feeling	
	2	In this unit, the children will	All children will travel around	S <mark>tudents ar</mark> e given a Fitness	Children will sta <mark>nd i</mark> n a circle,	(Classroom Version)	
	132	develop and apply their	the space. When the teacher	Bingo board with a variety of	a small ball will b <mark>e i</mark> n the	https://www.youtube.com/watc	
		footwork and one leg bala <mark>nce</mark>	yells red light, children must	fitness activities. The teacher	circle and throw <mark>n to</mark> other	h?v=CyfM2oodoIE	
20150	Mol	through focused skill	stop. When the teacher yells	c <mark>alls out a fitness card from th</mark> e	members of the group.		
The state of the s		development sessions,	amber, the children will get	p <mark>ile. The student</mark> s do the fitness	Children will shout the child's		
Dail	ly PE	cooperative and competiti <mark>ve</mark>	ready to go. When the teacher	activity be <mark>for</mark> e placing a counter	name as the ball goes round		
	ivity	games.	yells green, children will start	over the t <mark>ask</mark> on their Fitness	the space. Once <mark>chi</mark> ldren feel		
7100	ivicy		travelling.	Bingo boa <mark>rd.</mark> The first student to	confident, a sec <mark>ond</mark> ball will		
			Speed Bump = jump	cover a row of fitness activities	be added to th <mark>e sp</mark> ace.		
			Bridge = crawl	on their boa <mark>rd c</mark> alls out "Fitness			
			Roundabout = spin on the spot	Bingo!" and wins the game.			
			Traffic = slow down				

Homework:

Communicating with school

Please direct all queries to the school office email on: office@olc.solihull.sch.uk