

Traditional Tales

As an explorer, how can we create a map to lead others to find the 'treasures'?

STICKY KNOWLEDGE FOR SCIENCE

Ten things you need to know about Everyday Materials

1. Materials are the substances that things are made from.

2. We use lots of different materials every day, e.g. metal, plastic, wood and glass.

3. Different materials have different physical properties which make them useful for different things.

4. A property is a quality that describes what something is like or how it behaves.

5. Some materials are used to make many things.

6. Glass is transparent because you can see through it.

7. Plastic is smooth because it has no bumps.

8. Metal is stiff because you can't bend it.

9. Objects are things that you can touch or see.

10. Objects are made from materials.

STICKY KNOWLEDGE FOR GEOGRAPHY

Eight things you need to know about map skills and compass skills:

1. The cardinal compass points are north, south, west and east

2. Compasses show us which direction is north, because the compass needle is attracted to a magnetic force near the north pole

3. A compass is orientated, or set, by holding it so that the needle is pointing to the 'N' for north

4. North is constant, and always in the same direction, wherever we are

5. The other cardinal compass directions are also constant, so once we know where north is, we can find the other directions; south, west and east

6. Use directional language e.g., up, down, backwards, forwards, left, right, etc.

7. Maps are 2-D drawings of our world from above

8. Maps help us find our way around

ESSENTIAL VOCABULARY			
Character	A person or animal in a story.	Mischievous	Playful trouble maker.
Fiction	Something that is not true.	Furious	Extremely angry.
Heroine/ Hero	A good or well liked character in a story.	Cunning	Showing skill at achieving one's ends by lying or not telling the truth.
Villain	A mean, nasty or evil character.	Charming	Very pleasant
Wise	Clever and thoughtful.	Cruel	Causing pain or suffering to others.

MUSIC	RE	PSHE
Ourselves/Storytime Using voices expressively. Playing untuned instruments.	Creation story (Christianity)	Me and my relationships.
PE	MATHS	COMPUTING
Target skills Movement skills	Place Value Addition and Subtraction	Digital painting
ART/DT	CORE TEXT PURPOSE FOR WRITING	
Design, make and evaluate a wooden fairy door.	The Gingerbread Man Pattan's Pumpkin The Little Red Hen	

HOOK

Who might we meet in Fairy Tale Land?  
Dress as your favourite character.

TRIPS / VISITORS

Upton Country Park - Maps workshop.  
Farmer Chrissy - Harvest visitor.

END PRODUCT

Share fairy doors and maps with Year 2 children.