

## English

Using robot and Wallace and Gromit animations to write character and setting descriptions, stories, letters and complete character inference activities.

Exploring inventions in order to write instructions and explanation texts.

Writing non-fiction fact pages about famous inventions of the past.



## Maths

Solving robot related problems involving +, -, x and ÷  
Solving problems involving money and time.

Collecting, presenting and interpreting data linked to Wallace and Gromit's Cracking Contraptions.



## Science

Exploring materials and their properties in order to select the most appropriate material for our own inventions.



## ICT

Creating and evaluating Wallace and Gromit inspired animations using Zu3D.

Exploring the world of inventions. Using and programming Bee-bots to follow a given route.



## History

Discovering famous inventions that have changed history and mapping these onto a time line.

Finding out about the life of Charles Rennie Mackintosh.

Creating a time machine to travel back to key eras in history.



## Our Autumn Theme

# Cracking Contraptions



## Year 2



## Geography

Discovering inventions from around the world.

Exploring inventions that have helped us explore the world.



## Music

Inventing our own instruments.



## P.E

Games and Gymnastics.



## Art

Replicating the work of Paul Kelp and Thomas Hart Benton



## R.E

Growing and Changing



## PSHE

Me and Growing and Changing



## Our Trip

To be announced!

## Our Visitors

## Key Text

Wallace and Gromit's World of Invention

## End Product

Our own inventions designed to make our lives easier.