



Adventurers & Explorers

Year 2 AUTUMN 1 | Cycle A

Did Columbus discover America?

Values [RESPECT](#) | [EMPATHY](#) | [COURAGE](#)

Overview In this unit, children will learn about the nature of invasion and develop their empathic understanding. They will craft insightful texts that demonstrate their awareness of different point of views. They will explore the values of respect and empathy through considering the impact of Columbus' sailors' arrival on far-away lands from the perspectives of the native islanders. Children could also explore the fears and courage involved in embarking on a sea journey.

Engagement Invading another classroom; active storytelling the life of Columbus; Colonialism – does the land 'belong' to anyone? Power – does power corrupt people? Pirate/Adventurers day, where children dress up as their favourite explorer gives opportunity for role-play, drama and oracy focus.

Celebration Delivering drama speech performances to children and parents, showing video reports.

Habits of Mind

Children will develop empathy through understanding the position of native islanders. Children will develop cooperative skills by experiencing what is like to be a crew member on the ship/related team-building skills (e.g. building a floating ship carrying the most treasure).

Oracy & Dialogue

A slave's speech to Columbus, Drama: Columbus arrested, living as a pirate, documentary-making: video reports.

Playful Enquiry

Day in the life of a Columbus crew member – children immersed in pretence role-play, physical activities being on a ship and imaginative games.

Curriculum Spotlight

Focus Texts: *Journey, The Quayside Cat, Little Boat, Quiet*

[Place & Time](#)

Geography★ GKS1.1a, GKS1.5b

History★ HKS1.1c

[Citizenship & Ethics](#)

PSHE★: Jigsaw - Being Me in My World

[Arts & Creativities](#)

Art★: Drawing

Music★: Musicianship

D&T: not specified

[Physical & Emotional Health](#)

PE★: Gymnastics and Games

[Faith & Belief](#)

RE★: Christianity

[Language, Literacy and Oracy](#)

Writing★: Reports, Narrative, Poetry

[Science & Technology](#)

Science: not specified

Computing: not specified

Visitors

Skype session with expedition team; a school in the Bahamas.

Educational Visits / Enrichment Day

National Maritime Museum; 'Pirate Day'.

Learning Street

Ship, artefacts, topic books, 'new world' setting

Classroom Display

Explorer theme: adventure stories on scrolls, maps and photos.

Subject		Learning Journey					
		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Arts & Creativities	Art	★	★	★	★	★	★
	Music	★	★	★	★	★	★
Language, Literacy & Oracy	Key texts:	Quayside cat	Journey		Quiet		Little Boat
	Writing	List, labels and captions	List, labels and captions	Free Verse Poetry	Sentence Level	Adventure Stories	Adventure Stories
	Spelling	Phase 6 Phonics Review Words ending in -tion,	Phase 6 Phonics Review Words ending in -tion,	Phase 6 Phonics Review The /i:/ sound spelt -ey	Phase 6 Phonics Review The /i:/ sound spelt -ey	Phase 6 Phonics Review Adding -ing, -ed, -er, -est and -y	Phase 6 Phonics Review Adding -ing, -ed, -er, -est and -y
	Grammar	Capital letters, full-stops	Capital letters, full-stops	Question marks	Exclamation marks	Verbs	Commas for a list
Mathematics	Maths	Comparison of quantity and measure	Comparison of quantity and measure < > =	Part – whole of 5, 6 and 7	Part – whole of 8,9 and 10 Subtraction as difference	Adding and subtracting across 10	Adding and subtracting across 10
Science & Technology	Science						
	Computing						
Place & Time	Geography ✦		GKS1.1a Name and locate the world's seven continents and five oceans		GKS1.5b Use simple compass directions (N, E, S, W) and locational direction language (near and far, right and left) to describe the location of features and routes on a map.		
	History ✦	HKS1.1c The lives of significant individuals in the past who have contributed to international achievements.					
Physical & Emotional Health	PE	Gym - Travelling close to the ground Games - Develop throwing and catching skills using range of apparatus	Gym - Travelling far away from the ground Games - Develop throwing and catching skills using range of apparatus (shapes, weight, texture).	Gym - Balancing with body close to the ground Games - Throw, catch and bounce in different ways.	Gym - Balancing in high positions Games - Throw, catch and bounce in different ways.	Gym - Balancing in high positions Games - Throwing and catching stationary and on the move.	Gym - Travelling close to the ground Games - Throwing and catching stationary and on the move.

Citizenship & Ethics	PSHE	Special and Safe	My Class	Rights and Responsibilities	Rewards and Feeling Proud	Consequences	Owning our Learning Charter
	Philosophy for Children	★	★	★	★	★	★
Faith & Belief	RE	Is it possible to be kind to everyone all of the time?	Puppet Choices	Story of the Kind Man	Love Your Neighbour	Kindness Stories	Christian Visitor