Oakgrove School - Curriculum Matrix



Explore different materials freely, in order to develop their ideas about how to use them and what to make.

Settling In

 Use stampers and brushes -Explore materials and textures

Explore different materials freely, in order to develop their ideas about how to use them and what to make

Theme: Overview

Develop their own ideas and the decide which materials to use to express them

Join different materials and explore different textures

Join different materials and explore different textures

Explore different materials freely, in order to develop their ideas about how to use them and what to make.

Develop their own ideas and the decide which materials to use to express them

Create collaboratively, sharing ideas, resources and skills.

-Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

Create collaboratively, sharing ideas, resources and skills.

> Christmas - Decorate a tree

Design: making a boat that floats and another vehicle that moves with wheels

Share their creations, explaining the process they have used

Return to and build on their previous learning, refining ideas and developing their ability to represent them (continued from Summer 1). Create collaboratively, sharing ideas, resources and

skills. Safely use and explore a variety of materials, tools and

techniques, experimenting with colour, design, texture, form and function.

Fashion: experimenting with fabric to design a suitable piece of sports wear

Superheroes (8 hours)

Fruit Kebabs 1. Know that fruit is healthy to eat 2.Design a fruit kebab 3. Prepare fruit for eating - wash - cut soft fruit with a blunt knife - put fruit onto the sharp end of a skewer 4. Evaluate fruit kebab

Dinosaurs

Space (8 hours) Sewing - flags 1. Use flags to give ideas for simple patterns and colour combinations 2. Plan a flag to stitch 3. Create a stitched flag - thread a needle - sew into precut holes on a single layer of card - finish by tying ends together 4. Evaluate flag

Around the World

Gardener's World

Water (8 hours) Moving pictures 1. Evaluate movement in picture books

2. Develop techniques for making a moving part in a book:

> - pop up (something on a stick that pops through a hole)

- split pin hinge (eg. body parts) - split pin wheel

- lift the flap

3. Design page for book

4. Make moving picture

5. Evaluate moving picture

Inventions (8 hours)

Great Car Show

1. Look at cars - match different cars to

Great to be Me

The Great Fire of London (8 hours) Sandwiches 1. Talk about sandwiches. What goes into them? What choices do you have? Sketchbook ideas 2. Develop sandwich making skills - spreading butter on bread - cutting salads eg. cucumber - grating eg. cheese 3. Plan sandwich to brief and specification 4. Make sandwich 5. Evaluate sandwich

India

Medicine

Going Wild (8 hours) Sewing - Animal patterns 1. Evaluate the pattern on different animal skins 2. Design a square of monster skin for a shared class wall hanging 3. Develop techniques for sewing - stitch with a blunt needle into aida - finish off using a knot - make short and long stitches

4. Create monster skin square 5. Evaluate monster skin square

different specifications. 2. Design a car to take part in a Year 2 Car Show. Share brief and specification. 3. Develop techniques for working with models - how wheels and axles work - How to join to a base - Strengthening and streamlining 4. Create car

5. Evaluate car