

**Year 2: WW1 – War and Remembrance
Autumn 2**

Prime question: Why do we remember WW1?

Subsidiary questions:

- **Why do we celebrate Remembrance Day?**
- **Why are poppies important in November?**
- **What icons of remembrance can we see in our community?**
- **Where did WW1 happen?**
- **What will we find in habitats?**

Science

- Explore and compare the differences between things that are living, dead, and things that have never been alive
- Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.
- Identify and name a variety of plants and animals in their habitats, including micro-habitats
- Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Geography

- Locate the different countries that fought in the WW1 using an Atlas.

History

- To learn about the details of significant events including life on the home front and women during war. To learn about the life of Walter Tull

Art

- To develop a wide range of art and design techniques (use drawing, oil pastels and painting to complete art related to poppies.)

DT

- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. (Build and decorate a WW1 cannon out of cardboard.)

Music

- Pupils should use their voices expressively and creatively by singing songs and speaking chants and rhymes. (Children learn a war song.)

Computing

We are detectives:

- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
Use technology purposefully to create, organise, store, manipulate and retrieve digital content.