

## ICT

Find out information about Chris Columbus.  
Create treasure maps using different programs.

## LITERACY

### Non fiction

Write reports about explorers.

Write biographies for various explorers

### Fiction

Write adventure stories.

Write diary entries and letters.

## MATHS

### Measurement

Find out the heights of different ships and other methods of transport.

Measure the distance vehicles travel on different surfaces.

Place events on a time line.

Revision of all calculations.

## SCIENCE

### Plants

Look at plants from different countries.

Grow various different plants. Explore the things that help plants to grow.

Work scientifically to carry out experiments.

## ART

Look at and critique West Indian art.

Create own versions of West Indian art.

Look at and compare the work of different artists.

## DESIGN TECHNOLOGY

Design and make a vehicle to be used for exploration.

# Famous Journeys Year 2

## PHSE

Making journeys safely.

Road safety.

Keeping safe, awareness of dangers of being lost.

## GEOGRAPHY

Find America on the globe and world map. Draw maps of Columbus's expedition.

Contrast life in Uxbridge to life in the West Indies.

Look at the differences in weather conditions here and in the West Indies.

## Music

Learn to play various percussion instruments.

Enjoy singing different songs about the seasons.

Continue learning to play the recorder / glockenspiel.

## HISTORY

Find out about Christopher Columbus.

Sequence events of their adventures and place them on a time line.

Compare the voyages of Christopher Columbus and Neil Armstrong.