**Literacy and English**

**Listening and Talking**

Participate in group discussion to identify a problem and create a new invention to fix it.

Share questions to ask a famous inventor.

**Reading**

Before and during strategies

Higher order thinking

Common words

**Writing**

Information report

Story planning and writing

Write a biography of a famous inventor.

Create a poster to advertise my own invention.

Create a fact file about a famous invention.

Create a comic strip about a famous scientist’s invention.

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**Numeracy and mathematics**

**Numeracy**

Addition facts to 10 & 20

Subtraction facts to 10 & 20

Fact families

Doubles to 20

Making groups, arrays and skip counting in 2’s, 5’s and 10’s

**Mathematics**

Comparing and ordering lengths, heights, mass and area.

Estimating and measuring lengths, mass, area and capacity using non-standard units

Using positional language and directions

Symmetry

Understanding and using data and information

**P.E. and Health**

Understand how medicines work in the body.

Understand how important it is to use medicines safely.

Understand the importance of keeping ourselves clean.

**Theme**

**P2**

Inventors

& Human Body

**French**

Understand and respond to classroom instructions in French.

Plans will adapt in response to the interests of the children.

**Social Studies**

Explore images and video clips of inventions made by famous Scottish inventors.

Discuss what leads people to invent.

Create a timeline of significant inventions within Scottish history.

Compare and contrast the value of different inventions.

Order events on a timeline during the life of a famous inventor.

Discuss the impact that some Victorian inventions have on our lives today.

Explore how inventions change over time.

Research a famous inventor.

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**Science**

Learn about the human body and be able to identify the organs of the body and their uses.

Identify and describe the functions of the senses.

Name bones in the body and describe the function of the skeleton.

Identify some effects of medicine on the body and be able to describe ways of staying safe around medicines.

Build models of organs and bones in the body to aid our learning.

Use digital technology to enhance learning about the human body.

**Expressive Arts**

Design and draw an invention.

Recreate a portrait of an inventor.

Draw a picture of my favourite invention.

Take on the role of judge in “Scotland’s Next Top Inventor” T.V. programme.

Take on the role of an inventor in the programme.

Discuss performances and give constructive feedback.

**RME**

What is Judaism?

What are the key beliefs? How do these influence their daily lives?

What are their religious artefacts and places?

Key stories in Judaism

Judaism in Scotland

**Technologies**

Use digital technology to enhance learning about the human body.

Use digital technology to showcase my learning