

It's So Joan Miró		
Subject	Skills and objectives	
Combined outcome(s)		
Science Developing Experts	Habitats from around the world – To identify that most living things in the habitats to which they are suited and describe how different kinds of habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other. To identify that most living things live in habitats to which they are suited and describe how different habitats provide for basic needs of the different kinds of animals and plants and how they depend on each other. To explore and compare the differences between the habitats	
Teach Computing	Computing systems and networks: IT around us To recognise the uses and features of information technology To identify the uses of information technology in the school To identify information technology beyond school To explain how information technology helps us To explain how to use information technology safely To recognise that choices are made when using information technology	Creating Media: Making music To say how music can make us feel To identify that there are patterns in music To experiment with sound using a computer To use a computer to create a musical pattern To create music for a purpose To review and refine our computer work

Joan Miró is our artist of focus for this unit of work. Pupils will explore the artist's life, early works and the bold, colourful abstract style he is well known for. They will start by exploring the colour wheel, experimenting with mixing colours to create the primary and secondary colours, moving on to tints and tones by adding white and black in varying amounts. Using 'Habitats from around the world' (science) as the main driver, pupils will explore contrasting localities from outside of Europe. For each of the chosen localities pupils will produce a piece of

Year 2

Art	Painting – To create the secondary colours by mixing paint to create a colour wheel To create tints and tones by adding white or black To mix their own brown To know that paintbrushes can differ in appearance and purpose: - Flat brush – straight edges or blocked strokes - Rounded brush – can be used for lots of different styles of painting To begin to blend tones or gradients using appropriate pressure and grip when using a paintbrush	Sketchbooks - To explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures To review what they and others have done and say what they think and feel about it. (E.g. Annotate sketchbook) To set out their ideas, using ‘annotation’ in their sketch books To identify what they might change in their current work or develop in their future work Printing – To create a print using pressing, rolling, rubbing and stamping To create a print like a designer	artwork using different mediums. They will develop their painting skills portraying the rainforest, printing skills for the desert and the ocean via digital art.
Geography	Locational Knowledge – To name the continents of the world and find them in an atlas To name the world’s oceans and find them in an atlas		