

Spring Term Year 2



English

Re-think Reading!

In this term we will focus on two different texts:

Amelia Earhart

- Key features of biography
- Using past tense correctly
- Recapping basic writing skills.

Wanted - A perfect pet

- Write a simple chapter story
- Use adjectives to add information to nouns

Mrs Armitage

- Write a funny story that has cumulative structure
- Write in the past and present tense.

Penguins

- Write information text
- Range of sentence structures

We are reading...

Maths

- Money (addition and subtraction)
- Multiplication and division
- Length and height
- Mass and capacity



Science

In science the children will be learning about animals including humans.

- Parents and their offspring
- Healthy eating
- Exercise
- Hygiene

Art/DT

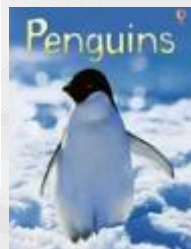
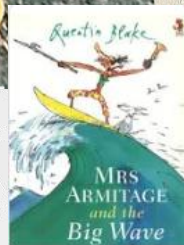
In the spring term, children will study William Morris.

- Painting flower patterns.
- Make a colour palate using different media and sort into warm and cold colours.



In DT children will be making a fruit salad.

- Preparing fruit and vegetables.



Geography



How does the geography of Hawaii compare to where I live?

- Where in the world is Hawaii?
- What is the climate like in Hawaii?
- How is land used in Hawaii?
- What is life like in Hawaii?
- How is Hawaii different to where we live?

History



17th Century Plymouth

- What is the Mayflower?
- What is a historian?
- What was Plymouth like in the 17th century?
- Why did the pilgrims leave Plymouth?

Music



- Instruments - Telling stories
- On this island: British songs and sounds.

RE (Christianity)

How do Muslim people live?

- Names of Allah
- What do Muslims believe
- Shahadah

PSHE

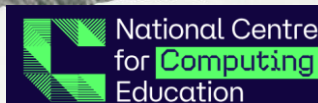


Our theme this term in PSHE is 'Dreams and Goals':

- Identify my goals and how to stay motivated towards them.
- How to work well with others.
- How to be healthy and active
- How to keep safe

Computing

Moving a robot



This unit introduces learners to early programming concepts. Learners will explore using individual commands, both with other learners and as part of a computer program. They will identify what each floor robot command does and use that knowledge to start predicting the outcome of programs. The unit is paced to ensure time is spent on all aspects of programming and builds knowledge in a structured manner. Learners are also introduced to the early stages of program design through the introduction of algorithms.,

PE



Term 1 - Multi-sports and Net and wall

Term 2 - Outdoor adventure activities and gymnastics