Year 2

Term 1

English

Key texts:

Tell me a dragon– By Jackie Morris

Writing:

Poetry
Narrative - Character Description
Narrative – Story telling
Instructions

Phonics/Spellings

Recap of spellings of /ai/, /ee/, /igh/, /oa/, /oo/,
Spelling of /j/ spelled <g> <ge> <dge>
Spelling of /n/ spelled <kn> <gn>
Spelling of /r/ spelled <wr>
Spelling of /ee/ spelled <ey>
Spelling of /s/ spelled <c>
Spelling of /l/ spelled <il>
Spelling of /or/ spelled <oor> <a> <al>
Spelling of /igh/ spelled <i>
Spelling of /u/ spelled <o>
Spelling of /o/ spelled <a>
Common exception words: because, most

SPAG

Capital Letters and Full Stops
Nouns – Noun phrase
Adjectives - Expanded noun phrase
Adverbs and Verbs
Past and Present Tense
Exclamation marks and question marks

Maths

To understand the place value of each digit in numbers up to 100
To compare and order numbers using our knowledge of place value
To use a part-part whole model to partition numbers in different ways
To add and subtract numbers by drawing tens and ones

Science – Materials

To identify different materials
To identify properties of these materials
To compare materials and assess their suitability
To recognise how the shapes of solids can be changed

RE - How should we care for others and the world and why does it matter?

To understand that all people are unique and important
To understand how Jesus taught people to care for each other
To learn about Mother Teresa
To discuss creation stories

PSHE - Relationships

To recognise that our behaviour can affect others
To understand what kind, unkind, fair, unfair, right and wrong mean
To know why families are important
To understand how to be a good friend
To know how to solve disagreements with friends

PE – Throwing and Catching

To catch, whilst moving, a variety of different sized and weight balls
To throw, whilst moving, a variety of balls using a range of styles
To use different throwing techniques to shoot at targets

PE – Swimming

History – Great Fire of London

To explore London in 1666
To know the main events of 'The Great Fire of London'
To understand how we know about 'The Great Fire of London'
To understand how the fire spread so quickly
To know the damage caused by the fire
To understand how London changed after the fire

Art – Drawing

To develop a range of mark making techniques
To create textures using mark making techniques
To develop observational drawing
To understand how to add expressions to illustrations of characters
To develop illustrations to tell a story

Computing - Coding

To understand what an algorithm is

To design an algorithm that follows a timed sequence

To understand what different events do in code

To create a program using a given design

Music – 'Carnival of the animals' and 'Trains'

To select instruments to compose music that reflects animals
To listen with increased concentration and respond
To identify different qualities of music pieces
To recognise and respond to changes of speed