

Year 2 Spring 1st

Science

Uses of Everyday Materials

Sort everyday objects into groups based on materials and their properties, explain why different materials are chosen to make certain things, test and explore the materials of properties,

Art / D.T.

Vincent's Sunflowers

Use drawing to develop ideas, learn how to alter the tint or shade of a colour by adding black or white, take inspiration from Van Gogh's 'Sunflowers' to make their own piece of work

P.E.

Gymnastics - Under the Sea

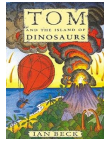
Develop balance, agility and co-ordination when balancing on different body parts, performing balances with a partner and combining movements to create a sequence.

Attacking and Defending

Master basic movements and apply them to a range of activities, take part in team games developing simple tactics for attacking and defending

English

Reading



....and poetry based on 'The Colour Monster'.

Continuous teaching of reading and application through VIPERS skills. (Vocab, Infer, Predict, Explain, Retrieve, Summarise)

Writing

Writing genres will include:
Persuasive letter writing, retell, recount - diary entry (fictional)

Spelling/Phonics

Level 6 Including: 'ture', suffixes '-est' and '-y', 'mb', '-ing' and '-ed' to words, 'o' saying u
Level 5 Including - long vowel sounds, 'sh'

Maths

Throughout Spring 1st term

Money

Count money in pounds and pence, compare amounts of money, calculate with money, make a pound, find change

Multiplication and Division

Recognise, make and add equal groups, use arrays, 2 x table and dividing by 2, 5 x table, dividing by 5, 10 x table, dividing by 10, doubles and halves, odds and evens

R.E.

Believing

Know how different people have expressed their ideas about God and think and talk about their own ideas about God.

Computing

Programming - Robot Algorithms

Develop understanding of instructions in sequences, investigating giving commands in different orders, design algorithms, test them and debug them

History/Geography

Where are we?

Create a map of the school using symbols & a key, plan an investigation of the local areas, record & describe human & physical features of our local area

Music

Making Music with Everyday Objects

- * Explore & identify unturned percussion instruments
 - * Listen & appraise
 - * Research & create a junk instrument
 - * Perform simple rhythms on junk instruments using symbols
- Ocarinas

PSHE/RHE

- * Online safety
- * Chuter Ede Values
 - * Is it right or wrong?
 - * How can I compromise?
- * What are rights and responsibilities?