

Autumn Term

Year 2 2020

English

Spelling

Segmenting spoken words into phonemes and representing these by graphemes, spelling many correctly. Learning to spell Year 2 Common Exception words.

Handwriting.

Form lower case letters of the correct relative size, leaving appropriate spacing between words. Write capital letters of the correct size in relation to lower case letters using Kinetic Letters.

Vocabulary, grammar and punctuation.

- 1.To write in sentences using accurate capital letters and full stops.
- 2.To re-read sentences to check they make sense.
- 3.To use the conjunctions *and*, *because* and *but*.
- 4.To learn what a noun, adjective and verb are and use them in sentences.
- 5.To ask a question and write it using the correct punctuation.

Physical Education

To move with coordination, raising the heart rate to develop a healthy active lifestyle.

Play games safely with energy.

Reading

Continue to apply phonic knowledge and skills as the route to decode words.

Read accurately by blending the sounds in words that contain the graphemes taught so far.

Listening to, discuss and express views about a range of texts including poetry.

To read Year 1 & 2 common exception words.

Reading focus:

Vocabulary boost – stop and discuss words

Comprehension - To show understanding by answering questions about a text/page read independently or a story read to them.

Independent reading for pleasure, fluency and to increase pace.

Reading skills

Prediction

Visualisation

Inference

Summarise

Question

Compare and contrast

Religious Education

Who is a Jew and what do they believe?

Why does Christmas matter to Christians?

Mathematics- POWER MATHS Book 2A

Number and place value- numbers to 100: counting and representing numbers, comparing and ordering numbers, counting in steps of 2, 5, 10 and 3.

Addition and subtraction: related facts, bonds to 100, adding and subtracting 1's, 10's and 2-digit and 1-digit numbers. Moving to adding and subtracting two 2-digit numbers, adding three 1-digit numbers and solving word problems.

Money: counting coins and notes, showing equal amounts and comparing amounts, calculating totals and finding change.

Multiplication: making equal groups, adding equal groups, using arrays, the 2, 5 and 10 times tables, and solving word problems.

Science

Animals including humans

Animal babies- the changes to animals as they grow

Growing and changing- how humans grow and change

Basic needs- describe the basic needs of humans for survival

Healthy eating- the importance of eating the right amounts of different foods

Exercise- the importance of exercise for humans

Hygiene- learning about the importance of good hygiene habits

Geography- What a wonderful world!

The location of the world's seven continents and five oceans.

Key features of each continent.

Creating journey lines around the world.

The location of hot and cold areas of the world in relation to the equator and the North and South Poles.

Locate the continent we live in and describe some of its key features.

Using basic geographical vocabulary refer to key physical and human features. Recognise landmarks and these features from aerial photographs.

History- Nurturing Nurses!

What makes people significant? - people from the past who have contributed to national and international achievements

Florence Nightingale, Mary Seacole and Edith Cavell – who they were and how they improved nursing

Comparing significant people- comparing the lives of the three different nurses

Remembering significant people- persuading others to remember these important nurses and what they did nationally and internationally to improve nursing

Autumn Term

Year 2 2020

Design and technology- Making a moving monster

Explore and evaluate moving mechanisms and understand how objects move.

Explore different design options.

Create linkage systems.

Make a moving monster and evaluate it.

Art- Formal elements

Create repeating patterns.

Explore texture, create a collage and a frottage.

Create a 3D drawing.

Music- Hands, Feet, Heart

Use voices to sing, speak chants and rhymes.

Learn and follow melodies.

Play untuned instruments musically.

Learn new songs.

Computing- Programming

Explore Scratch Junior

Learn that it is a coding application

Create an animation using programming blocks.

Design a musical instrument and program characters as buttons using appropriate blocks for their purpose.

Follow an algorithm and then use code to create my own.

Use an algorithm to write a computer program.