

English

Read Write Inc. scheme followed to develop children's comprehension, writing and spoken language. Using a step-by-step approach through whole-class shared reading of complete texts to give children the skills to write ambitiously and accurately. Focus on grammar in context, with a word bank to support and build knowledge. Developing vocabulary using drama and discussion activities.

Science—Living things and their habitats

Explore and compare the differences between things that are living, dead, and things that have never been alive. They learn how to identify and name a variety of plants and animals in their habitats, including microhabitats; and describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Music

Inventing a Musical Story

Music is used for many reasons and can help us to tell a story and express our feelings. Music can be loud or soft, fast or slow, smooth and connected, or short and detached. We can also use instruments with different sounds to help communicate a story and different emotions.

Art

Sculpture and 3D: Paper Play

Making paper-based 3D art forms using techniques such as rolling, folding and scrunching paper. Developing control when using a wide range of tools to draw, paint and create crafts and sculptures. Explore and analyse a wider variety of ways to join and fix materials

Weekly homework: spellings and nightly reading.

Each week alternate homework of English or maths.

Year 2 Spring 1



RE

Why did Jesus welcome everyone?

To increase the children's awareness that Jesus was an extraordinary person who welcomed everyone as a friend. Children will develop knowledge and understanding that Jesus had the power to miraculously heal people.

PE—Balance and Co-ordination

Gymnastics—Body Awareness

Children will learn to travel, showing change in speed and direction. Developing their body awareness through varying body balances. They will create, remember and perform simple movement sequences.

Maths

Money Count money – pence, money – pounds (notes and coins), Count money – pounds and pence, Choose notes and coins, Make the same amount, Compare amounts of money, Calculate with money, Make a pound

Multiplication and Division Recognise equal groups, Make equal groups, Add equal groups, Introduce the multiplication symbol, Multiplication sentences, Use arrays, Make equal groups – grouping, Make equal groups – sharing, The 2 times-table, Divide by 2, Doubling and halving, Odd and even numbers, The 10 times-table, Divide by 10, The 5 times-table, Divide by 5

SMSC

JIGSAW - Dreams and Goals—Stay motivated when doing something challenging, My Learning Strengths, Learning with Others, A Group Challenge, Continuing Our Group Challenge, Celebrating Our Achievement.

Computing

Robot Algorithms Understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Use given commands in different orders to investigate how the order affects the outcome. Learn about design in programming. Develop artwork and test it for use in a program. Design algorithms and then test those algorithms as programs and debug them.

Topic Geography

Contrasting localities—Comparing the village of Mugurameno village in Zambia to the villages where we live. Find it on a map, discuss human and physical features, discover how people live there and how they use the river, find out about the animals there, find out about safety, food, school, shopping, recycling and daily chores.