

English

To read, checking that the text makes sense.
To read for fluency and accuracy.
To make inferences of what is being said and done within a text.
Continue to practise joined handwriting.
To write about a real life hero.
To use adjectives and verbs to describe a character.
To use full stops and capital letters correctly.
To recognise and find rhyming words.
To read stories by Roald Dahl.

Maths

To understand place value . Order numbers from largest to smallest and smallest to largest.
Recognise odd and even numbers.
To use practical and written methods to add and subtract.
To use practical and written methods to multiply and divide.
To recognise and name 2D and 3D shapes.
To read the time on an analogue clock.

Computing and PSHE

Navigate the internet to research information about heroes.
Use purple mash to complete a poster about a real life hero.
Reinforcing rules, emotions and feelings.



Autumn 1. Year 2. Heroes



Art and DT

Use charcoal, pencil and pastel to create art.
Mix paint to create all of the secondary colours.
Create tones with paint by adding black.
Explain why specific textiles are chosen for a superhero costume.
Design superhero pants.
Design and make items for a superhero costume.

PE

Gymnastics. Plan and perform a sequence of movements.
Games. Hitting, kicking and rolling. Learn rules of games.

Science

To recognise why exercise and balanced diet are important for a healthy lifestyle. (Link to Olympic heroes. To recognise the importance of good hygiene.
Identify and name a range of different materials.
Create and carry out an investigation to test qualities of different materials to help decide suitability for a superhero. Record, discuss and conclude from the findings.

History, Geography and RE.

To research a famous person who lived in the past.
Name the capital cities of England, Scotland, Wales and Ireland. Label them on a map.
Name the continents of the World. Label them on a map.
RE Believing-Stories and Books.

Music - Music Express- Exploring Duration.

Long and short sounds