

English

Read a range of fiction and non-fiction texts and answer questions on them.

Recognise and use story features such as story openers, time connectives, paragraphs and conjunctions.

Understand what an adjective, verb, adverb and simile are and use these in their writing.

Write character descriptions.

Focus on the setting of a story. Learn to write a sentence with the power of three.

Learn about the features of persuasive writing and apply these to write a persuasive information leaflet.

Recognise the features of an information text and use these to write their own information text.

Use capital letters, full stops, question marks and exclamation marks in all written work.

Form lower-case letters correctly.

Use diagonal and horizontal strokes to join letters more consistently.

Always use spacing between words.

Independently use spelling patterns and spell common exception words correctly.

Numeracy

Number:

Word problems $+/-/x/\div$

Multiplication and Division. Learn 2x, 5x, 10x tables.

Addition and Subtraction of/from a single and 2 digit number.

Missing numbers, inverse $(+/-)(x/\div)$

Statistics:

Interpret/construct a tally chart and pictogram/block graph

Geometry: Properties of Shape

Name the common 2D and 3D shapes and recognise their properties

Number: Fractions

Fractions of amounts ($\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$, $1/3$, $2/3$, $2/4$)

Measure: Time and temperature

Tell the time (o'clock, $\frac{1}{2}$ past, $\frac{1}{4}$ to and $\frac{1}{4}$ past, minutes to and past)

Read the temperature on different scales.

Daily arithmetic - addition, subtraction, multiplication and division.

ICT

Navigate the web to complete simple searches.

Use technology respectfully and know how technology is used in school and outside of school.

Know where to go for help if I am concerned.

Use a range of instructions (e.g. direction, angles, turns).

Test and amend a set of instructions. Find errors and amend (debug).

Write a simple program and test it. Predict what the outcome of a simple program will be (logical reasoning).

Understand that algorithms are used on digital devices.

Understand that programs require precise instructions.

(Use Purple Mash programmes)

Changing Landscapes

Year 2 Spring Term 2022

Art

Mix paint to create all the secondary colours and create brown.

Create tints with paint by adding white and tones by adding black.

Use a view finder to focus on a specific part of an artefact before drawing it.

Suggest how artists have used colour, pattern and shape.

Create a piece of art in response to the work of another artist.

(Lowry)

Create a printed piece of art by pressing, rolling, rubbing and stamping. (William Morris)

Design a village sign

DT

Think of an idea and plan what to do next.

Choose tools and materials and explain why chosen them.

Measure materials to use in a model or structure.

Join materials and components in different ways.

Explain what went well with their work. Explain why chose specific textiles.

(Design and make a multi terrain vehicle with wheels to travel around the World in. Test it travelling over different surfaces)

Music

<https://www.tes.com/teaching-resource/world-music-11877705>

PE

Dance - BBC World dances

Fit Friday - Swimming

Forest School

Science

Ask simple scientific questions. Use simple equipment to make observations. Carry out simple tests. Identify and classify things. Suggest what I have found out. Use simple data to find answer questions.

Identify things that are living, dead and never lived.

Match living things to their habitat and identify and name plants and animals in a range of habitats.

Describe what animals need to survive and how a habitat provides for the basic needs of things living there.

Observe the importance of colour and camouflage for animals.

Name different sources of food for animals and describe how animals find their food.

Explain a simple food chain.

Describe how seeds and bulbs grow into plants and what they need to grow and stay healthy (water, light, suitable temp).

Geography

Recognise the difference between a village, town, city, country and continent. Explain the facilities that a village, town and city may need and give reasons.

Find where I live on a map of the UK.

Name the capital cities of England, Wales, Scotland and Ireland.

Name the continents of the world and the world oceans and locate them on a map.

Say what I like and do not like about the place I live in and a different place.

Describe a place and its key features outside of Europe using geographical words.

Explain how jobs are different in other locations.

Explain how an area has been spoilt or improved and give reasons.

History

Use words and phrases like: before, after, past, present, then and now.

Answer questions using books and the internet.

Use different sources of historical evidence.

Give examples of things that were different when my grandparents were children.

Find out about the past by talking to an older person.

Local history. Fred Savage

RE

Places of worship - Christianity/Judaism/Islam

Easter - Christian festival