

English

- Stories with familiar settings - Strange Bumps.

To write questions to the story character. To predict a story ending.

To write a character description.

To retell part of the story. To use capital letters & full stops correctly in a sentence. To read speech between characters with expression.

To use a variety of verbs and adjectives in their written work. To write a different story ending.

Vocabulary building - list poems. Read, write and perform own versions— fireworks & bonfire night.

Explanations

To read simple explanations. Following practical tasks to produce a simple flowchart or diagram. To record a series of sentences.

Riddles

To read simple riddles independently.

To use the clues to find answers to a riddle.

To write their own riddles.

PE -Indoor

Copy and remember actions.

• Move with some control and awareness of space.

• Link two or more actions to make a sequence. • Show contrasts (such as small/tall, straight/curved).

• Travel by rolling forwards, backwards and sideways.

• Hold a position whilst balancing on different points of the body.

• Climb safely on equipment.

• Stretch and curl to develop flexibility.

Jump in a variety of ways and land with increasing control.

Move with careful control and coordination.

Outdoor

Use hitting, running, catching and kicking skills in combination.

Mathematics

• applying their increasing knowledge of mental and written methods • show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot

use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

• recall and use multiplication facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers

• calculate mathematical statements for multiplication within the multiplication tables and write them using the multiplication (\times), and equals (=) signs

• show that multiplication of two numbers can be done in any order (commutative)

• solve problems involving multiplication using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts.

• recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value • find different combinations of coins that equal the same amounts of money • solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change

Geography

Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas. Identify the key features of a small location in order to say whether it is a city, town, village, coastal or rural area. Ask and answer geographical questions. Study the human and physical geography of a small area of the United Kingdom. Identify seasonal and daily weather patterns in the United Kingdom. Use world maps, atlases and globes to identify the United Kingdom. Use simple fieldwork and observational skills to study the geography of the school and the key human and physical features of its surrounding environment. Use aerial images and plan perspectives to recognise landmarks and basic physical features. Devise a simple map with a key. Use simple grid references.

History

The Gun powder plot. To ask questions about Guy Fawkes.

To use pictures, stories and on line sources to find out about the past. To describe the historical event. To recognise that there are reasons why people in the past acted as they did. To identify some of the different ways the past has been represented.

R.E -Christianity

How and why is Christmas celebrated by Christians?

How and why is light important at Christmas?

Describe some of the main celebrations of a religion.

Year 2



Materials

Science -Materials

Identify and compare the suitability of a variety of everyday materials. To sort & describe natural & man-made materials.

Find out how the shapes of solid objects made from materials can be changed by squashing, bending, twisting & stretching.

To make observations & simple comparisons when exploring materials after they have been heated up or cooled down.

PSHE

To know how to keep safe on bonfire night.

French

To be able to greet people & respond in a simple way.

Design & Technology & Art

• Demonstrate a range of cutting and shaping techniques.
• Demonstrate a range of joining techniques
• Decorate materials using a number of techniques
• Create products using wheels/winding mechanisms.
• Explore how products have been created. Design products that have a clear purpose and an intended user.
• Make products, refining the design as work progresses.

Computing

To use Scratch Junior program. To write algorithms for the movement of a character. To debug an algorithm.

Music

To develop composition skills using glockenspiels. To follow a beat/rhythm and perform as a group a simple composition. To identify the beat of a tune. To recognise changes in timbre, dynamics & pitch.