

Mathematics

Number and Place Value

- Recall and practise 2,5,10 times tables
- Identify place value in 2 and 3 digit numbers H/T/U
- Count in 3s
- Recall number facts to 20
- Rounding numbers to the nearest 10

Calculations and Problem Solving

- Use addition and subtraction
- Use multiplication and division

Measures

- Use symbols for £ and p, and +/- simple sums (smaller than £1)
- Capacity – know and use standard measures, read scales to the nearest whole unit
- Tell the time to the o'clock and half past.

Geometry and Shapes

- Identify and sort 2D/3D shapes and describe their properties
- Order and arrange mathematical objects in patterns and sequences

Data

- Interpret simple tables and pictograms

Fractions

- Find and write simple fractions

Reading

- Develop phonics until decoding secure.
- Read common suffixes
- Read and re-read phonics appropriate books
- Read common 'exception' words.
- Discuss and express views about fiction, non-fiction and poetry
- Become familiar with and retell stories
- Ask and answer questions; make predictions
- Begin to use inference and deduction.

Handwriting

- PenPals Handwriting program Yr2 Term 1
- Joined cursive
- Clear distinction between upper and lower cases letters

Literacy, Language and Oracy

Writing

- Story Writing- Quests an Journeys
- Write a Calligram poem
- Begin to plan ideas for writing
- Proof-reading – making simple edits
- Write simple/compound sentences
- Write recount/diary extracts
- Write an explanation

Speaking & Listening

- Articulate and justify answers
- Take part in discussions
- Use spoken language and develop understanding

Grammar/Punctuation

- Use capital letters and Full stops.
- Use adjectives, adverbs
- Use apostrophe
- Use inverted commas
- Begin to use expand noun phrases
- Use commas in lists/sentences

Phonics

- Recap spelling of common exception words
- Revise and learn alternative spellings for vowel sounds
- Strategies for spelling; chunking/ compounds

Science and Technology

ICT

- Organise, store, retrieve and manipulate data

Physics

- Compare how things move on different surfaces
 - Pushes and pulls
 - Friction (parachute, ramps: speed/height/surfaces)
- Floating and sinking opportunities

Faith and Belief

SIGNS AND SYMBOLS

- Identify signs and symbols in everyday life, the use of artefacts, symbolic behaviour.
- Learn about the main symbols from each faith and their meaning: Cross (Christianity), Wheel of Life (Buddhism), Om (Hinduism), Star and Crescent (Islam), Menorah (Judaism), Khanda (Sikhism)
- Symbolic behaviour for Christians and Muslims
- **CHRISTMAS**
- Discuss the importance of giving and receiving at Christmas
- Listen to the story of the wise men. Significance of the gifts they gave. The purpose of giving gifts at
- Invisible gifts.
- God's gift of Jesus

Citizenship, Ethics and Emotional Health (PSHE/SRE)

Health and Wellbeing

- To think about themselves, to learn from their experiences, to recognise and celebrate their strengths and set simple but challenging goals
- To learn about good and not so good feelings, a vocabulary to describe their feelings to others and to develop simple strategies for managing feelings
- To learn about change and loss and the associated feelings (including moving home, losing toys, pets or friends)

Relationships

- To understand acceptable physical contact and how to respond (including who to tell and how to tell them)
- That people's bodies and feelings can be hurt.
- To recognise when people are being unkind either to them or others, how to respond, who to tell and what to say
- To recognise different types of teasing and bullying, to understand that these are wrong and unacceptable
- Strategies to resist teasing or bullying, if they experience or witness it, whom to go to and how to get help

Living in the Wider World

- How they can contribute to the life of the classroom and school
- To help construct, and agree to follow, group, class and school rules and to understand how these rules help them

Sport Lesson (Physical)

GAMES:

- Invasion games (feet): football
- Invasion games (hands): basketball

GYM&DANCE:

- Gymnastics – travel through equipment
- Dance – journeys/movement.

French

- Use greetings (hello, goodbye, how are you?, Merry Christmas)
- Sing hello song for registration
- Count to 30
- Name colours (context of modes of transport; *a blue car*)
- Learn vocabulary for transport
- Learn new vocabulary for familiar local places within St.A (*I went to the park/market.*)
- Use new vocabulary to talk about a familiar place.

Place and Time

Geographic Skills

- Learn about the life of Christopher Columbus and his journey.
- Name and locate world continents and oceans
- Use aerial images and models to create simple plans and maps, using symbols (Maps of journeys)

Historical skills

- Write a newspaper report about Grace Darling.

Art and Creativity

Art

- Explore Famous artists work; David Hockney
- Use the natural environment to inspire journeys e.g., pathways
- Use iPad to record ideas and viewpoints using paint tools.
- Use art media to create a journeys picture.

D&T

- Design and make a floating vessel.
- Explore different materials to use in vessels.
- Test and evaluate.

Music

- Sing songs
- Play tuned & untuned instruments musically
- Listen and understand live and recorded music
- Make and combine sounds musically