

Science- Materials Monster

- *identify and compare the suitability of a variety of everyday materials for particular uses
- *find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching

PE- Multi Skills

- * develop spatial awareness
- *repeat simple actions with great accuracy
- *to kick, hit and roll a ball

Music - Our Land/Number

- *exploring timbre and texture to understand how sounds can be descriptive
- *matching descriptive sounds to images
- identifying ways of producing sounds

History - Bonfire Night and the Great Fire of London

- *develop an awareness of the past
- *choose and use parts of stories and other sources that they know and understand key features of events
- know where events they study fit within a chronological framework.

PSHE - Myself and my relationships. Family and Friends

- * describe what a good friend is and how it feels to be friends?
- know why is telling the truth important
- understand what skills help choose, make and develop friendships•
- *know how friendships might go wrong and know how to try to mend friendships.

English

Phonics/Spelling *revising our knowledge of alternative spellings (Phase 5) and spelling high frequency words

Reading * practice and develop comprehension skills- making predictions and sequencing events of the story
* continue to apply knowledge and skills as the route to decode words trying to develop fluency

Writing * write our own recounts in the past tense
*write in complete sentences using familiar punctuation
*use conjunctions to add further detail to our writing.



YEAR 2 AUTUMN 2

We will be learning to...

RE -Christianity: Why does Christmas matter?

Know Christians believe that Jesus is God and that he was born as a baby in Bethlehem.
*Christians celebrate Jesus' birth;
*Advent for Christians is a time of getting ready for Jesus' coming.

Maths- Addition and Subtraction

- * add and subtract ones and tens
- *add and subtract two digits and one digit
- *add and subtract 2 two digit numbers

Money

- *recognise and know the value of coins and notes
- * use £ and p correctly
- *explore different ways of making the same amount
- *find totals and find change.

Computing - We are Game Testers

- *use logical reasoning to make predictions of what a program will do and test these
- *think critically about computer games
- *create sequences of instructions for a virtual robot to solve a problem

Design and Technology- Santa's Chair

- *build structures, exploring how they can be made stronger, stiffer and more stable
- *explore and evaluate a range of existing products
- *evaluate their ideas and products against design criteria