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| <p><u>History</u></p> <ul style="list-style-type: none"> Identify changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life. | <p style="text-align: center;">Year 2 Autumn Term 1 Topic: Oh I Do Like To Be Beside the Seaside</p>  <p><u>PE</u></p> <p>Invasion Games</p> <ul style="list-style-type: none"> Participate in team games, developing simple tactics for attacking and defending. <p>Dance</p> <ul style="list-style-type: none"> Perform dances using simple movement patterns. | <p><u>Computing</u> Unit 2.1 – Coding</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. |
| <p><u>Geography</u></p> <ul style="list-style-type: none"> Use basic geographical vocabulary to refer to: <ul style="list-style-type: none"> -Key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather; -Key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop. Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and of a small area in a contrasting non-European country. | | <p><u>RE</u> Chosen People</p> <ul style="list-style-type: none"> Know that we are chosen by God. Think of ways we can thank God by helping others. Know that God chose Abraham. Think about how Abraham trusted God to guide him. Know that God chose Moses to help His people. Reflect on how He looked after him. Understand why Daniel had to be brave and trust in God. Think of how important it is for us to trust in God. |
| <p><u>Art & Design</u></p> <ul style="list-style-type: none"> Use a range of materials creatively to design and make products. Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. | <p><u>PSHE</u> New Beginnings/Safety</p> <ul style="list-style-type: none"> Class rules and democracy. Voting for various councillor roles. Dealing with change. Emergency services. | <p><u>Science</u> Uses of Everyday Materials</p> <ul style="list-style-type: none"> Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching. |
| <p><u>Design & Technology</u></p> <ul style="list-style-type: none"> Design purposeful, functional, appealing products for themselves and other users based on design criteria. Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. Evaluate their ideas and products against design criteria. Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. | | |
| <p><u>Music</u></p> <ul style="list-style-type: none"> Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Play tuned and untuned instruments musically. Listen with concentration and understanding to a range of high-quality live and recorded music. Experiment with, create, select and combine sounds using the inter-related dimensions of music. | | |

Maths

Number and Place Value

- Count objects to 100 and read and write numbers in numerals and words.
- Represent numbers to 100.
- Tens and ones with a part whole model.
- Tens and ones using addition.
- Use a place value chart.
- Compare objects.
- Compare numbers.
- Order objects and numbers.
- Count in 2s, 5s and 10s.
- Count in 3s.

Addition and Subtraction

- Fact families Addition and subtraction bonds to 20.
- Compare number sentences.
- Related facts.
- Bonds to 100 (tens).
- Add and subtract 1s and 10s.
- 10 more and 10 less.
- Add a 2 digit and 1 digit number crossing ten.
- Subtract a 1 digit number from a 2 digit number crossing 10.
- Add two 2 digit numbers not crossing ten add ones and add tens.
- Add two 2 digit numbers crossing ten add ones and add tens.
- Subtract a 2 digit number from a 2 digit number not crossing ten.
- Subtract a 2 digit number from a 2 digit number crossing ten subtract ones and tens.
- Bonds to 100 (tens and ones).
- Add three 1 digit numbers.

English

Fiction

Narrative- Familiar Setting:

Text- *Peace at Last*

- Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences.
- Correct choice and consistent use of past tense throughout writing.
- Expanded noun phrases for description and specification.
- Terminology to be introduced: noun, noun phrase, expanded noun phrase, verb, adjective, tense (past).

Non-Fiction

Instructions

Text- *George's Marvellous Medicine*

- Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences.
- Correct choice and consistent use of present tense throughout writing.
- Formation of nouns using suffixes such as –ness, –er and by compounding.
- Formation of adjectives using suffixes such as –ful, –less.
- Use of the suffixes –er, –est in adjectives and the use of –ly in Standard English to turn adjectives into adverbs.
- Subordination (using when, if, that, because) and co-ordination (using or, and, but).
- How the grammatical patterns in a sentence indicate its function as a statement, question, exclamation or command.
- Terminology to be introduced: recap previous terminology, plus: tense (present), statement, question, exclamation, command, compound, suffix, adverb.