Year 2
Autumn Term 1
Topic: Oh I Do Like To Be Beside the Seaside

<u>History</u>

- Identify changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life.

<u>Geography</u>

- Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.
- Use basic geographical vocabulary to refer to:
  -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.

<u>Art & Design</u>

- 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.

<u>Design & Technology</u>

- 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.
- Build structures, exploring how they can be made stronger, stiffer and more stable.

<u>Music</u>

- Sing and follow a melody.
- Listen out for things when listening to music.

<u>PE</u>

Gymnastics

- Master basic movements developing balance, agility and co-ordination, and begin to apply these in a range of activities.

Invasion Games

- Participate in team games, developing simple tactics for attacking and defending.

<u>Computing</u>

- Give instructions to my friend *(using forward, backward and turn)* and physically follow their instructions
  Tell you the order I need to do things to make something happen and talk about this as an algorithm.
- Program a robot to do a particular task.
- Watch a program execute and spot where it goes wrong so that I can debug it.
- Tell you the order I need to do things to make something happen and talk about this as an algorithm.

Multimedia

- Use technology to organise and present my ideas in different ways.
- Save and open files on the device I use.
- Use the keyboard on my device to add, delete and space text for others to read

Technology in our lives

- Tell you why I use technology in my home and community.
- Identify benefits of using technology.
- Tell you why I use technology in the classroom.
- Start to understand that other people have created the information I use

e-safety

- Explain why I need to keep my password and personal information private
- Describe the things that happen online that I must tell an adult about

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<td>Science
Use of Everyday Materials
• 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.</td>
<td>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.</td>
<td>English
Fiction
• Stories from a familiar setting.
Non-Fiction
• Non-Chronological Reports .
Poetry
• Songs and repetitive poems
Grammar
• Use of capital letters, full stops, question marks and exclamation marks to demarcate sentences.
• Correct choice and consistent use of present tense and past tense throughout writing.
Spelling
• Formation of nouns using suffixes such as –ness, –er and by compounding [for example, whiteboard, superman].
• Correct choice and consistent use of present tense and past tense throughout writing.</td>
<td>RE
Chosen People
• 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.

PSHE
• Health and wellbeing- Safety First.</td>
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