

English

- Developing speaking and listening skills in 'airport/cruise ship' role play areas.
- Stories from different countries and worked linked around these.
- Building upon Year One sentence structure by ensuring capital letters and full stops are used correctly.
- Identifying and using nouns, adjectives and verbs in writing.
- Using a range of conjunctions to join clauses: and, because, so and if.
- Using question and exclamation marks.
- Writing for different purposes: retelling stories, fruit kebab description, animal riddles, diary writing, recounts.

Maths

- Place value of two digit numbers, using language of tens and ones e.g. 25 has 2 tens and 5 ones.
- Using part-whole model, place value chart.
- Comparing and ordering numbers.
- Addition and subtraction of one digit and two digit numbers using different methods.
- Counting in 2's, 3's, 5's and 10's begin to link to multiplying and dividing.

Science (Living things and their habitats)

- Identifying and exploring habitats and microhabitats and how animals adapt to their environments.
- Food chains of animals.



Year 2 Curriculum Information



Autumn Term 2019
'Around the World'
'Africa and Asia'



Geography - Why is my world wonderful?

- Identifying continents and oceans.
- Identifying human and physical features in different continents.
- Identifying equator and investigating hot and cold places.

History - Why are some places special?

- Identifying and locating famous landmarks in the world and in the North East.
- Comparing old and new maps and looking at changes.

PSHCE

- Weekly sessions focusing on understanding why we are unique and building upon self-esteem.
- Establishing rules and routines.

RE - Christianity focus

- What books are special to Christians?
- Visiting the church to look at special books.
- Importance of light to Christians.

Computing

- Understand what algorithms are.
- Create and debug simple programmes.
- Use logical reasoning to predict the behaviour of simple programmes.
- Using scratch and beebots.

Art and Design

- Artist: Georges Seurat (Pointillism)
- Creating a colour mixing colour wheel.
- Draft and final pointillism artwork.
- Sewing - Designing, making and evaluating own magic carpet (linking to Aladdin).

PE - Gymnastics

- Importance of exercise and understanding what happens to our body during exercise.
- Rolling, jumping, balancing and linking shapes.
- Performing and improving routines.

Music

- Using body movements and body percussion to find the beat in different music.
- Identifying and playing tuned and untuned musical instruments.
- Using voices to sing songs.