Music

Play tuned and un-tuned instruments musically. Listen & understand live and recorded music.

RE (see RE newsletter)

Themes: Families, (Domestic Church)
Belonging, (Baptism)

Waiting (Advent)

Other Faith Study: Judaism

French

Animals and pets, numbers 11-20, give someone's name and describing them.

Science

A1: Animals Including Humans:

Understand that animals, including humans, have offspring which grow Describe the basic needs of animals, including humans for survival.

Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

A2: 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. Describe how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

English (Read Write Inc.) – covering all National Curriculum areas.

Orange – Grey reading level:

The children write every day, rehearsing out loud what they want to say, before spelling the words using the graphemes and 'tricky' words they know. They read stories that includes the key words and sounds they have learnt and go on to complete comprehension-style questions. The children learn to edit grammatical errors and practise building their own sentences before completing a written task.

Spelling, Comprehension and Language group:

Spelling:

- engaging spelling activities for 15 minutes per day.

Comprehension and Language:

- Uses the key teaching strategies in Read Write Inc. Phonics to maintain momentum and pupil progress for 45 minutes per day.
- Develops children's reading fluency and comprehension of fiction and non-fiction texts.
- Improves children's writing by developing their vocabulary, grammar and spelling.

Writing genres covered in Y2:

- Report, storytelling, instructional, poetry and recount.

Year 2 Curriculum Map - Autumn Term Mrs Preston and Miss May

Maths

Place Value

Count in steps of 2, 3, and 5 from 0, and in 10s from any number, forward and backward. Recognise the place value of each digit in a two-digit number (tens, ones). Identify, represent and estimate numbers using different representations, including the number line.

Addition and Subtraction

Solve problems with addition and subtraction applying his/her increasing knowledge of written methods and mental methods

Recall all number bonds to and within 10 and use these to reason with and calculate bonds to and within 20, recognising other associated additive relationships (e.g. If 7 + 3 = 10, then 17 + 3 = 20; if 7 - 3 = 4, then 17 - 3 = 14; leading to if 14 + 3 = 17, then 3 + 14 = 17, 17 - 14 = 3 and 17 - 3 = 14)

Money

Recognise and use symbols for pounds (£) and pence (p); combine amounts to make a particular value. Find different combinations of coins that equal the same amounts of money. Solve simple problems in a practical context involving addition and subtraction of money of the same unit, including giving change.

PΕ

Gymnastics Games

Art/DT

Drawing: Telling a story
Using storybook illustration as a
stimulus, children develop their
mark-making to explore a wider
range of tools and experiment
with creating texture to add
detail to drawings.

Computing

Topic 1: Computing systems and networks

Topic 2: Algorithms and debugging

Geography

Understand and compare similarities and differences between the UK and another non-European Country Name and locate the 7 continents and 5 oceans in the UK and the 4 capital cities of the UK and surrounding seas

History

Study changes beyond living memory that are significant nationally or globally Lives of significant individuals, including: Guy Fawkes, Florence Nightingale and Mary Seacole.