



Year 2

Spring Term 1

Maths

- Measures – length and height. Accurate use of centimetres and use of rulers. Comparing lengths, such as more than and less than.
- Division and Multiplication – Recall facts from the 2s, 5s and 10s times tables. Recognising odd and even numbers.
- Calculating and problem-solving using multiplication and division.

R.S.E - VIPs

- To know who our 'Very Important People' are and why? (Family and Friends).
- To resolve falling outs and learn how to work together.
- To show you care to our VIPs.

Geography- Why don't penguins fly?

- Where is Pips' home and what do we find there?
- How are penguins able to survive in Antarctica?
- How does Antarctica compare with the Sahara Desert?
- How is the Arctic different from Antarctica?
- Why are there no polar bears in Antarctica?

Literacy

- Writing questions and answers- Non-Fiction writing
- Focus on the Year 2 spelling curriculum & Common Exception Words.
- Sentence writing using accurate punctuation.
- Reading using prosody, fluency and comprehension.

Digital Photography

- Learn to take digital photos (both landscape and portrait), using different lighting and effects.

Science – Plants and Habitats

- To name and label the different parts of a plant.
- To investigate and find the conditions needed for a plant to grow well (Grow their own plants).
- To begin to understand a range of different habitats and the living things that live in them, e.g. Polar, Ocean and Desert habitats.

Music – Contrasting Dynamics

Use their voice to create a variety of sounds. Use dynamics to create an atmosphere. Collaborate with peers to contribute to a group soundscape.

Correctly identify changes in dynamics. Show changes in dynamics using bodies and vocals. Compare two pieces of music using musical vocabulary to describe the changes in dynamics. Interpret music in a visual form.

Identify and discuss patterns in different pieces of music.

Successfully create and play patterns, notating them.

Create and play a simple pitch pattern accurately.

DT – Mechanisms: make a moving dragon

- Understand what a lever, linkage & pivot is
- Design linkages that create the correct input & output motions
- Design a moving dragon to satisfy the design criteria
- Assemble the dragon to their linkages without affecting their functionality

P.E – Indoor – Dance 1/Outdoor – Attack, Defend and Shoot 1

- To use penguin images to inspire dance.
- To dance and match our movements to music in pairs and on our own.
- To perform a dance routine to their peers.
- To practise the key skills of blocking and kicking for football.
- To learn how to dribble and pass a basketball (attempting a shot at the hoop).

RE – What makes some places sacred to believers?

- Which places are important to me?
- What is a sacred, or holy, place for believers to go?
- Which place of worship is sacred for Christians?
- Which place of worship is sacred for Muslims?
- How are places of worship similar or different?