

Maths



Place Value:

Read and write numbers to at least 100 in numerals and words

Count in steps of 2, 3 and 5 from 0, and in tens from any number, forwards and backwards

Recognise the place value of each digit in a two digit number (tens, ones)

Compare and order numbers using <, > and = signs

Addition and Subtraction:

Recall and use addition and subtraction facts to 20

Show that addition of two numbers can be done in any order (commutative)

Addition and subtraction of numbers using concrete objects, pictorial representations and mentally

Solving problems

Recognising and using the inverse relationship between addition and subtraction to check calculations

Computing

Space and Astronauts!

- Plan instructions and try them out
- Creating backgrounds
- Using scratch to programme a space ship
- Write a programme with scratch and debug

PSHE and RE

- New beginnings - feeling safe and happy
- Why do we have rules?
- Welcoming people
- Playing and working with others effectively
- What is the good news that Jesus brings?
- The Gospels and the instructions Jesus left for his followers

Science

- Identifying materials and comparing suitability
- Comparing uses of everyday materials
- Natural materials v's manufactured materials
- Scientists
- Changing shape
- Recycling
- Discovering new materials



Year 2 Autumn Term

History

- Building bridges
- Swindon study - now and then
- Isambard Kingdom Brunel
- Development of the railway works and factory lines
- Train and ship design
- Production of steam engines

PE

- Mighty movers: Running efficiently
- Boot camp: To complete circuits
- Superstars - golf

French

- Me and my family
- Colours and greetings

English



Expectations for writing in Year 2

Train performance poetry with poetic features

Narrative story writing - looking at description of settings and characters through sentence structure

Sentence:

Build up knowledge of words that link sentences
Understand and use full stops, commas, question and exclamation marks

Revise uses of capitalisation

Word:

Understand and use word endings, e.g. 's', 'ed', 'ing.'
Begin to use handwriting joins to develop a cursive handwriting style.

Art and DT

- Drawing lines of different sizes and thickness
- Drawing with scale
- Showing pattern and texture by adding dots and lines
- Show different tones by using coloured pencils
- Train cogs and creations

Music

- Explore patterns
- Combine a steady beat
- Understand beat and rhythm
- Prepare and improve a performance