



Class Name: Year 2	Curriculum Overview	Spring 1
<p>English Use phonic knowledge to write new words. Write simple sentences using a range of punctuation effectively. Sequence sentences and events. The children will engage in reading and writing through <ul style="list-style-type: none"> Stories on a Theme - The Wild based on the texts <i>Fox</i> by Margaret Wild and Ron Brooks <i>The Tin Forest</i> by Helen Ward and Wayne Anderson <i>The Whales' Song</i> by Dyan Sheldon and Gary Blythe </p> <p>• Traditional Tales and Fables based on various versions of the texts 'Baba Yaga' and 'Hansel and Gretel'.</p> <p>• Writing for a purpose through topic work .</p> <p>• Spelling – spellings patterns, high frequency words and common exception words</p> <p>• Daily reading focus – Read Write Inc.</p> <p>• Daily handwriting/letter formation</p>	<p>Maths</p> <ul style="list-style-type: none"> • Addition and Subtraction - Subtract a one digit number from a two digit number • 10 more 10 less • Add two two digit numbers • Shape - Recognise 2D and 3D shapes • Count sides and vertices of 2D shapes • Find lines of symmetry • Count faces and edges of 3D shapes • Money - Count in pence and pounds (coins and notes) • Choose male and compare amounts • Find change • Work out money problems 	<p>Science <u>Uses of everyday materials</u></p> <ul style="list-style-type: none"> • Ask questions, observe closely, perform simple tests, use observations to suggest answers to questions, gather and record data. • Identify and compare the suitability of a variety of everyday materials. • Find out how the shape of objects can be changed by twisting, bending, stretching and squashing. • Investigate the absorbency of materials. • Identify natural and manmade materials. <p>Computing Robot Algorithms</p> <ul style="list-style-type: none"> • Choose a series of words that can be enacted as a sequence • Use an algorithm to program a sequence on a floor robot • Compare my prediction to the program outcome • Identify different routes around my mat • Use my algorithm to create a program • Test and debug each part of the program.
<p>Geography- Map Skills</p> <ul style="list-style-type: none"> • Devise simple maps using outline drawings. • Use a simple key. • Use maps and plans to locate Rothbury • Know that Rothbury is within the county of Northumberland. • Identify physical and human features in the local environment • Use compass directions when making a map of the local area. • Children will make natural maps using things found in the outdoor environment. 	<p>Art - Jewellery</p> <ul style="list-style-type: none"> • Explore new and unfamiliar materials • Develop manipulative skills • Compare different pieces of jewellery • Work independently on a project • Work with clay, beads, pasta and straws to produce a necklace • Evaluate own work and that of others 	<p>Music - Sing Up! Football</p> <ul style="list-style-type: none"> • To learn the football chant. • To practise the chant and create a simple ostinato on untuned percussion • To tap the rhythm of the words, understanding there is one beat for each syllable. • To compose melodies using mi-re-do and the rhythm of the words from Football • To compose and perform word rhythms in groups <p>PE / Outdoor learning</p> <ul style="list-style-type: none"> • Yoga • Team building

RE - Who Is Jewish and how do they live?

- Recognise how belonging to a religion is important to people and the impact it has on their lives
- Begin to know how Jewish beliefs and ideas are expressed
- Recognise how religious ideas and beliefs impact people's lives personally and socially

RHE / PSHE

- What are Safe Hands?
- What is a bully?
- How can I be an ally?
- Why is name calling unkind?
- How are we the same/different?
- How can I work with different people?

Teacher's Notes

Homework - Reading, maths activities and topic related activities.