DT - Design and make a canon

Identify best shapes, features and materials for a product

Use an axle, axle holders and wheels to make a vehicle move

Make a structure stronger by using a frame and joining methods

Choose joining techniques to allow movement

RHE - Module 2 - Unit 3 - Keeping Safe

- Recognise safe and unsafe situations in real life and online, including feeling safe on the inside
- The difference between good secrets that are safe to keep and bad secrets that are unsafe to keep
- Learn how to resist pressure when feeling unsafe
- Physical contact including the PANTS rules: Privates are private.

Always remember your body belongs to you. No means no.

Talk about secrets that upset you. Speak up, someone can help

- Harmful substances
- Emergency situations and simple first aid

MATHS

Multiplication

Decide if groups are equal Form multiplication sentences Use arrays Practise 2, 5 and 10 times tables Solve multiplication word problems

Statistics

Making tally charts Creating pictograms Interpreting pictograms Block diagrams Solving word problems

ART

- -Know the primary colours and how they are mixed to make secondary colours
- -Understand that increasing and decreasing amounts of one colour can create hues
- -Comment on the work of Kandinsky and Mondrian

Year 2 - Spring Term (2)

SCIENCE - Living things and their habitats

- What are living and non-living things?
- What are different habitats like throughout the world?
- How do habitats provide for an animal to survive?
- How are plants and animals suited to their habitats?
- What is a microhabitat and what lives there?
- What types of food do animals eat?

ENGLISH

In writing, we are

- Writing fiction based on a familiar story
- Writing non-chronological reports
- Writing instructions
- Writing letters
- Writing persuasive texts
- Using conjunctions, 'and, but, so, because, when, if'
- Varying sentence openers

In reading, we are

- sharing a variety of fiction, non-fiction and poetry books
- locating answers to 'who', 'where', 'when', 'what' and 'why' questions about the texts
- Looking for clues in a text inferring what is meant
- developing our vocabulary by learning new words, discussing meanings and using the new vocabulary on a day-to-day basis
- improving fluency by re-reading texts and practising intonation and expression

COMPUTING: Data and Information

- -Begin to understand what the term data means and how data can be collected in the form of a tally chart.
- Learn the term 'attribute' and use this to help them organise data.
- Present data in the form of pictograms and block diagrams.
- Use the data presented to answer questions.

PE

<u>Dance:</u> Explore dance through more sophisticated, linked movements individually and with a partner.

Use repeated actions within a sequence.

Show emotion through dance

Games: Controlled throwing and catching: pass and receive.

HISTORY

Magnificent Monarchs

- -Understand how the power of the English and British monarchy has changed over time.
- -Understand how royal portraiture is a centuries old tradition used to promote the wealth, power and importance of a monarch.
- -Learn about six significant sovereigns in English and British history are Alfred the Great, William the Conqueror, Henry VIII, Elizabeth I, Queen Victoria and Elizabeth II.
- -Understand that the feudal system was a way of organising society.

<u>RE</u>

Topic 5 - Thanksgiving

Know and understand

- Mass is a special time to say thank you to God, especially for Jesus
- Different ways to say thank you
- The Eucharist is a form of thanksgiving
- The parts of the Mass

Topic 6 - Lent/Easter - Giving

Know and understand:

- * Each day offers opportunities for good
- * Lent is an opportunity to turn towards what is good in preparation for Easter

<u>MUSIC</u>

Zoo time -_A Reggae Song for Children by Joanna Mangona Find the pulse.

Use correct musical language to describe a piece Compare songs

Use instruments to accompany a part of a song Play in time with the steady pulse.

Listen to and follow musical instructions from a leader. Perform a familiar song