

Creative Development

DT - Sock Monsters

- Explore and evaluate a range of existing products
- Select and shape a material
- Join fabrics together
- Cut on a line and make a template
- Create and follow a design
- Discuss ideas
- Evaluation

Art - Colour Chaos

- Make a collage in primary colours
- Research the artist Piet Mondrian
- Talk about the artist Mark Rothko
- Create a painting using a mix of colours
- Warm and cool colours

Humanities

Geography:

Our Country and United Kingdom

- Understand the differences and similarities between a 'town' and the 'countryside'.
- Name countries of the UK
- Locate the UK on a map
- Understand what an aerial view shows
- Identify key features of the countries of the UK.
- Observe aerial view photographs
- Name capital cities of the UK
- Explain what London is like
- Compare 2 cities

Science

Investigations

- Carrying out tests
- Planning and recording tests.
- Making a fair test.

Uses of Everyday Materials

- Identify and compare the suitability of everyday materials for particular uses.
- Find out how the shape of some solid materials can be changed by bending, twisting, squashing and stretching.

Autumn Term Year 2

Physical Health and Wellbeing

PE- Real PE

Gymnastic skills

Core movement skills.

Functional movement

Aesthetic movement

Manipulative skills

Movement concepts

Games - Dribbling, kicking and hitting.

PSHE

New Beginnings

Building community

Exploring feelings

Welcoming others.

Getting on and falling out.

Friendship and compliments.

Seeing another point of view.

Working together.

RE

Christianity

- Re-tell Bible stories that show kindness.
- Explore how Christians treat others.
- Reflect on the Christmas story and reasons for Jesus' birth.

English

- Instructions
- Fiction, books by the same author
- Songs and repetitive poems
- Traditional Tales
- Take One Book
- List poems
- Report writing
- Cursive handwriting
- Stories with familiar settings

Mathematics

- Writing numbers as words and numerals
- Ordering numbers
- Place value of digits.
- Describe and extend sequences of numbers.
- Odd and even numbers.
- Partition 2 digit numbers.
- Add and subtract 2 digit numbers.
- 2D and 3D shapes.
- Identify fractions of shapes.
- Doubling and halving.
- Data handling.