

Science Objectives

Pupils should be taught to:

Identify and name a variety of common animals that are birds, fish, amphibians, reptiles and mammals

Identify and name a variety of common animals that are carnivores, herbivores and omnivores.

Describe the importance for humans of exercise, eating the right amounts of different types of food, and hygiene.

PSHE

- Roles people have in the community.
- Recognise similarities and differences between people in the local community.
- Sharing our opinions and school council.

PE

Gymnastics – learn part of the key steps routine, including how to ‘present’

Balancing and improving our agility and co-ordination in fundamental skills.

English

The Magic Finger

Describing Settings

Non-chronological reports

Using imagery to create snow poems

Year 2 – Fox and Hare Class

RE - Gospel

PUPILS WILL KNOW THAT CHRISTIANS BELIEVE:

- Christians believe Jesus brings good news for all people.
- For Christians, this good news includes being loved by God, and being forgiven for bad things.
- Christians believe Jesus is a friend to the poor and friendless.
- Christians believe Jesus’ teachings make people think hard about how to live and show them the right way

History Objectives

Key Events in History – Florence Nightingale

Can they recount facts from an historical event?

Can they show an understanding of chronology and order key events?

Can they research the life of Florence Nightingale and her work in the hospital in Scutari ?

DT

To investigate, design and make moving monsters.

To evaluate their designs suggesting improvements.

Music Objectives

- How to create sounds for contrasting places.
- Create their own soundscapes.

Computing objectives

- Learn about word processing and how to stay safe online.
- Develop touch typing skills and introduce important keyboard shortcuts.

Maths

Multiplication and division:

- the multiplication symbol
- Multiplication from pictures
- use arrays

Measure:

- measure length (cm)
- measure length (m)
- Compare lengths
- order lengths
- 4 operations with lengths

Place value:

- compare objects and numbers.
- count in 2s,3s,5s and 10s.