

Year 2 – Owl and Eagle class

English

In English we will be focusing our learning around the book Meerkat Mail.



Letter writing as Sunny and to David Attenborough as part of Book Week

Story writing based on the Meerkat Mail, we will choose a new place for Sunny to visit!

Instruction Writing

Poetry

SPaG

Capital letters and Full Stops, Coordinating and subordinating conjunctions

Expanded noun phrases

Time adverbials

Imperative verbs

Maths Objectives

Money

Counting money – pounds and pence

Choosing notes and coins

Calculating with money – revision of addition and subtraction

Finding change

Length and Height

Measuring in centimetres and metres

Comparing and ordering length/height

Mass, Capacity and Temperature

Measuring in grams and kilograms

Measuring in millilitres and litres

Comparing mass, volume and capacity

Geography Objectives

Name and locate the seven continents.

Understand what the equator is and where the North and South Pole are.

Identify features of different continents such as climate. Linking to our Science to identify features of Polar habitats.

Use atlases to identify key features of different continents.

Art Objectives

To find out about a famous artist whose work includes portraits.

To improve mark making and create simple drawings of figures and objects, using shapes and lines.

RE: Salvation

To re-tell the Easter story.

To know and understand the key events of Holy Week.

To explain how Christians celebrate Easter around the world.

Science: Living Things

Looking at different habitats, microhabitats, habitats and diets, food chains and whether things are living, dead or have never been alive.

We will also revisit our plant topic to observe how our investigation has gone over the last few weeks.

Music Objectives

Create rhythms and put them in order to tell a story.

Listen to music and identify the structure.

Identify different layers and show layers on a graphic score.

Compose a piece of music and create a written score.

Year 2 – Term 4

Computing objectives

Programming: ScratchJr

To know that coding is writing in a special language so that the computer understands what to do.

To understand that the character in ScratchJr is controlled by the programming blocks.

To know that you can write a program to create a musical instrument or tell a joke.

PE Objectives

Throwing and rolling accurately

Catching objects

Applying skills into games

Team and trust skills

Communication skills.

PSHE Objectives

Recognise and talk about their emotions and the feelings of others.

Learn about the benefits of physical activity, describing how they feel after exercise.

How relaxation affects the body and breathing techniques to aid relaxation.

Identify strengths and set themselves goals.

Develop resilience and overcome barriers.

Healthy diet and healthy teeth