Lions, Tigers, Leopards & Lynxes

Autumn 2 2022 ~ Space Adventure

English:

Reading skills:
- Sounding out and blending more complex words
- Chunking words into syllables
- Using the context of the sentence to decode new words
- Comprehension skills
- Poetry

Writing skills:
- Word classes (nouns, adjectives, verbs and adverbs)
- Sentence types (statements questions, command and exclamations
- Present and past tense
- Prefixes and suffixes
- Spelling, including Y2 Common Exception Words
- Punctuation . , ? !

Maths:
- Calculations: addition and subtraction, multiplication (2,5 and 10 times tables), division, including how they link together (inverse operations)
- Rapid recall of number facts e.g.; addition and subtraction within 20 and number bonds
- Problem solving
- Fractions (1/2, 1/4 and 3/4)
- Statistics (tallies, graphs and interpreting data)
- Measures: Length (cm and m); Time (o'clock, half past, quarter past and quarter to)

Science: Habitats

Explore and compare the differences between things that are living, dead, and things that have never been alive.

Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other.

Ask simple questions and recognising that they can be answered in different ways.

Observe closely, using simple equipment. Performing simple tests. Identify and classify using their observations & ideas to suggest answers to questions. Gather and record data to help in answering questions.

Geography: The UK; Weather

Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.

Identify seasonal and daily weather patterns in the United Kingdom.

Computing: Beebots; email

Understand what algorithms are; how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

Art: Relief boards; Christmas cards

To use a range of materials creatively to design and make products.

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

PE: Games, including hockey and 'Multi-skills ' Activities

To participate in team games, developing

simple tactics for attacking and defending.

History: The Moon Landing

Learn about a significant event beyond living memory.