



# Year 2 Spring Term Topics: Heroes, Heroines and Villains New Beginnings

Term 3		Term 4	
Week 1	Resolutions and promises	Week 1	Isambard Kingdom Brunel (History Week)
Week 2	Superheroes and villains	Week 2	Isambard Kingdom Brunel (History Week)
Week 3	Animal fiction and non-fiction (Dad's in School Week)	Week 3	DT: Vehicles
Week 4	Music Week: Peter and the Wolf	Week 4	Highway Rat
Week 5	Pirates	Week 5	Highway Rat
Week 6	Pirates	Week 6	Easter/New life
Week 7	Pirates/Book Week		

As part of our Book Week, during the half term break, the children can create a piece of art work based on any book of their choice. It will be celebrated and displayed in the school. The children can be as creative as they wish! Further details will be sent out closer to the time.

Many thanks.

**Year 2 Team**

<p><b>Reading</b></p> <ul style="list-style-type: none"> <li>• Develop phonics (sounds) to decode words</li> <li>• Read common suffixes (word endings)</li> <li>• Read and re-read phonic appropriate books</li> <li>• Read common keywords</li> <li>• Discuss and express views about texts</li> <li>• Become familiar with and retell stories</li> <li>• Ask and answer questions based on texts</li> <li>• Make predictions</li> <li>• Begin to make inferences</li> </ul> <p><b>(Book Week 5<sup>th</sup>-9<sup>th</sup> February)</b></p>	<p><b>English Writing</b></p> <ul style="list-style-type: none"> <li>• Spell by sounding out</li> <li>• Learn to spell keywords and use them in their writing</li> <li>• Spell common prefixes</li> <li>• Use appropriate size letters and leave finger spaces</li> <li>• Develop a positive attitude and stamina for writing</li> <li>• Begin to plan ideas for writing</li> <li>• Record ideas in sentences</li> <li>• Make simple changes after proof reading and editing</li> </ul>	<p><b>Grammar and Punctuation</b></p> <ul style="list-style-type: none"> <li>• Use . ? ! , ‘</li> <li>• Use conjunctions (and but because) to join sentences</li> <li>• Begin to use adjectives and adverbs</li> <li>• Use Standard English</li> </ul> <p><b>Speaking and Listening</b></p> <ul style="list-style-type: none"> <li>• Use spoken language to develop understanding</li> <li>• Initiate and respond to comments by others</li> <li>• Articulate and justify answers</li> </ul>	<p><b>Art and Design</b></p> <p><b>Famous Artists</b></p> <ul style="list-style-type: none"> <li>• Look at similarities and differences between different artists</li> <li>• Identify ways in which different artists represent the same things and suggest reasons for this</li> <li>• Identify aspects of one picture and say what they think and feel about it.</li> <li>• Experiment with and use drawing media and techniques to create a range of visual effects</li> </ul>	<p><b>Computing</b></p> <ul style="list-style-type: none"> <li>• Understand algorithms as a sequence of instructions</li> <li>• Write and test simple algorithms</li> <li>• Use logic and reasoning to predict what a simple program will do</li> <li>• Spot and fix (debug) errors in their programs</li> <li>• Use and evaluate the use of digital cameras</li> <li>• Edit and enhance photographs</li> </ul>
<p><b>Number and Calculation</b></p> <ul style="list-style-type: none"> <li>• Know 2x, 5x, 10x tables</li> <li>• Begin to use place value (tens/ones)</li> <li>• Count in 2s, 3s, 5s &amp; 10s</li> <li>• Identify, represent and estimate numbers</li> <li>• Compare/order numbers using vocabulary and signs (&lt; &gt; =)</li> <li>• Write numbers to 100</li> <li>• Know number facts to 20</li> <li>• Use x and ÷ signs</li> <li>• Know + and x can be calculated in any order</li> </ul>	<p><b>Maths Geometry and Measures</b></p> <ul style="list-style-type: none"> <li>• Know and use standard measures</li> <li>• Read scales to the nearest whole unit</li> <li>• Use signs for £ and p</li> <li>• Add/subtract money of less than £1 or in whole pounds</li> <li>• Tell the time using o'clock/half past</li> <li>• Identify and sort 2D/3D shapes</li> <li>• Identify 2D face on a 3D shape</li> <li>• Order and arrange objects</li> <li>• Use vocabulary to describe position and movement</li> </ul>	<p><b>Fractions</b></p> <ul style="list-style-type: none"> <li>• Find and write simple fractions</li> <li>• Understand simple equivalence (2/4 is the same as 1/2)</li> </ul> <p><b>Data</b></p> <ul style="list-style-type: none"> <li>• Interpret simple tables and graphs</li> <li>• Ask and answer questions to compare results</li> <li>• Ask and answer questions about totalling</li> </ul>	<p><b>Design and Technology Vehicles</b></p> <ul style="list-style-type: none"> <li>• Investigate types of vehicles and label the different parts</li> <li>• Investigate different axels and wheels</li> <li>• Design vehicles for a particular purpose</li> <li>• Follow their own design to make a vehicle</li> <li>• Use measurements and equipment accurately and safely</li> <li>• Evaluate their vehicle</li> </ul>	<p><b>Key dates:</b></p> <p>14<sup>th</sup> January Dad's in School Week          28<sup>th</sup> January RE Day          11<sup>th</sup> February Author Visit          15<sup>th</sup> February Book character day          1<sup>st</sup> March Grandparents in School          12<sup>th</sup> &amp; 14<sup>th</sup> March Parents consultation          20<sup>th</sup> March Look out Trip</p>
<p><b>Science</b></p> <p><b>Living Things</b></p> <ul style="list-style-type: none"> <li>• To understand what we mean by living things</li> <li>• To investigate different habitats and how living things adapt</li> <li>• To observe and describe how plants and bulbs grow</li> <li>• Notice that animals, including humans, have offspring that grow into adults.</li> </ul>	<p><b>HISTORY</b></p> <p><b>Isambard Kingdom Brunel</b></p> <ul style="list-style-type: none"> <li>• To explore ideas of famous people and introduce Brunel</li> <li>• Research and sequence his life's events             <ul style="list-style-type: none"> <li>• Investigate Brunel's impact on engineering for ships and the railway</li> </ul> </li> <li>• Compare the different methods of travel in the past and present</li> <li>• Taking inspiration from Brunel, design a vehicle of the future. Challenge children to be future thinkers and innovative, just like Brunel!</li> </ul> <p><b>Research famous pirates</b></p>		<p><b>PSHE</b></p> <ul style="list-style-type: none"> <li>• Discuss and explore the idea of setting a goal and consider how it can be achieved</li> <li>• Think about perseverance and persistence</li> <li>• Managing, achieving and celebrating success</li> <li>• Understand we are all special and have different skills and talents</li> <li>• Consider ways we can be assertive and feel happy with the choices we make</li> </ul>	<p><b>Music</b></p> <ul style="list-style-type: none"> <li>• Sing songs</li> <li>• Explore pitch and how this relates to symbols</li> <li>• Play tuned instruments and compose pieces with a variety of pitch</li> <li>• Listen to live and recorded music to distinguish changes in pitch</li> <li>• Record their own composition using symbols</li> <li>• Perform in front of a small audience</li> </ul> <p><b>Music Week</b></p>
			<p><b>Physical Education</b></p> <ul style="list-style-type: none"> <li>• Dance – Based on comics and superheroes: create shapes and gestures in a sequence to music. Work cooperatively with a partner</li> <li>• Pirate Pranks: investigate and work on balance individually and with a partner.</li> <li>• Games- sending and receiving skills</li> <li>• Cricket coaching</li> </ul>	<p><b>Religious Education</b></p> <p><b>Islam</b> with a focus on commitment, community and prayer</p> <ul style="list-style-type: none"> <li>• What does commitment mean?</li> <li>• Discuss how Muslim people show a commitment to prayer and the routines they follow</li> </ul> <p>• Look at the inside of a Mosque</p> <p><b>Christianity:</b> explore and discuss the Easter story</p>