

Science - Animals & 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 animal and plants, and how they depend on each other.

Identify and name a variety of plants and animals in their habitats, including micro-habitats.

Describe how animals obtain their food from plants and other animals, including the idea of a simple food chain, and identify and name different sources of food.

Identify different kinds of plants and animals live in different kinds of places. Explore different kinds of habitat near school which need to be cared for.

Observe living things in their habitats during different seasonal changes.

What if God hadn't created all the different habitats for animals to live in?

English Stories with familiar theme/setting – Superworm, The Snail and the Whale, What the Ladybird heard, What the Ladybird heard next, Mad about Minibeasts!, Harry the Poisonous Centipede, Spyder, Minibeast Bop, Winnie and Wilbur – the Bug Safari, The Very greedy Bee.

Generate and write questions;

Identify and discuss new/exciting vocabulary;

Listen to stories by the same author;

Innovate their own stories;

Write stories based on a model including subordination, apostrophes for contracted forms and original story features.

Persuasive Texts

Create persuasive leaflets or posters.

Identify appropriate use of the present tense.

Use of the suffixes '-er' and '-est' to create adjectives.

Identify features of persuasive writing.

Write about real events.

Grammar

Commas in lists, apostrophes to contract, question marks and exclamation marks. Use past and present tense.

Spellings

Week 1 - /u/ sound spelt with 'o';

Week 2 - /ee/ spelt with '_ey';

Week 3 - /o/ spelt with 'a' after w or qu;

Week 4 - /er/ spelt with 'or' & /or/ spelt 'ar' after w;

Week 5 - /zh/ spelt with an 's';

Week 6 - Common exception words;

Geography

Explore and label physical and human features on simple maps. Recognise and use basic symbols to draw simple maps.



“Minibeast Madness”

Class 2

Mrs Ramsay & Miss Courtney

Spring Term 2 - 2022

RE – Easter New Life & Holy Week

Explore and retell the main events of Easter.

Recognise Easter symbols and find out about their origins and meanings.

What do these symbols tell us about God?

Music – Easter Songs

Listening to and appraising music; performing and singing songs; identifying instruments used in the music; making sounds and using simple instruments to accompany songs.

What if God created music for the world?

PE – Games

Kicking & Net and Wall

Travelling and using space;

Ball skills – kicking, throwing and catching;

What if we moved like other animals God has created?

Mathematics

Division

To understand division as sharing and grouping.

Measurement (Length and Height, Mass/Weight)

Choose and use appropriate standard units to estimate and measure.

Compare and order heights/lengths & mass and record results using >, < and =.

Addition and Subtraction

Recall and use addition and subtraction facts to 20 fluently.

Solve problems with addition and subtraction.

Fractions

Recognise, find, write and name fractions of a length, shape, quantity or set of objects

Write simple fractions and recognise simple equivalences.

Position and Direction

Order and arrange combinations of mathematical objects in patterns and sequences.

Use mathematical vocabulary to describe position, direction and movement.

Measurement (Time)

Tell and write the time to five minutes including quarter past/to the hour.

Know the number of minutes in an hour and number of hours in a day. Compare and sequence intervals of time.

Computing

Use simple publishing software to create text and graphics images.

Use text and graphics to produce posters (link with English).

Use technology safely.

Know the rules for keeping safe online

British Values – Online Safety

What if the internet could only be used for good?

Art and Design – Henri Matisse

Explore the work of Matisse and his use of music, colour and pattern in his work. Use a range of media to produce art work in the style of Matisse. Explore repeated patterns, use of shape, texture and colours, and cutting skills. Make print blocks and produce patterns

What if we used colour and shape to see in nature?

PSHE – Keeping Myself Safe

Coram Scarf Activities

Harold loses Geoffrey

What could Harold do?

What should Harold say?

I don't like that! & Fun or not?

