

## English

### Stories with a familiar setting - Mudpuddle Farm

Use sentences with different forms: statement, question, command, exclamation. Use past tense for narrative. Select, generate and effectively use adjectives. Add suffixes *-ful* or *-less* to create adjectives e.g. *playful, careful, careless, hopeless*.

Plan and discuss what to write about, e.g. *story mapping, collecting new vocabulary, key words and ideas*. Write about fictional events.

Evaluate their writing with adults and peers. Proofread to check for errors in spelling, grammar and punctuation.

### Persuasion

Use sentences with different forms: statement, question, command, exclamation. Use commas to separate items in a list.

Use present tense for persuasive adverts. Select, generate and effectively use adjectives. Use suffixes *-er* and *-est* to create adjectives e.g. *faster, fastest, smaller, smallest*. Plan and discuss what to write about, e.g. *story mapping, collecting new vocabulary, key words and ideas*. Use specific text type features to write for a range of audiences and purposes, e.g. to persuade.

Edit and improve their own writing in relation to audience and purpose.

Evaluate their writing with adults and peers.

### Poetry – Riddles

Say, write and punctuate simple and compound sentences using the connectives *and, but, or*. Use subordination for time, e.g. *when, while, as, before, after*. Use subordination for reason, e.g. *because, if, unless*.

Plan and discuss what to write about, e.g. collecting new vocabulary, key words and ideas. Use specific text type features to write for a range of audiences and purposes.

Write simple poems based on models. Evaluate their writing with adults and peers.

Proofread to check for errors in spelling, grammar and punctuation.

## Science - Year 2 Living Things & 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.

Different kinds of plants and animals live in different kinds of places.

There are different kinds of habitat near school which need to be cared for.

Habitats provide the preferred conditions for the animals/plants that live there.

Observe living things in their habitats during different seasonal changes.

**Why did God create different habitats? How does God's nature show his love for us?**

## Music - Easter Music - Songs

Listen and appraise songs and play simple percussion instruments

Perform and share with others

**Can you find the rhythms God created in nature around us? MC**

## Religious Education

### Year 1 Unit 1.5 Easter New Life

### British Values – Freedom of Faith and Acceptance (Faiths)

### Year 2 Unit S6 Easter Celebrations World Wide

Exploring Easter traditions and celebrations from around the world.

**Why is Easter important to people around the world? MC**



### Minibest Madness

Class 2  
Spring 2 2019  
Mrs Ramsay

## Geography

Identify seasonal and daily weather patterns in the UK

Use basic geographical vocabulary to refer to key physical and human features

Use maps and globes, recognise features and follow simple routes

Draw maps and use basic map symbols

Use compass directions and locational/directional language

**What map/routes does God provide for us to follow?**

## PE – Games

Lancashire PE S.O.W

Year 1 Kicking - kicking and passing a ball

Year 2 Net & Wall Core Task activities. – hitting & striking a ball in different ways.

## Art – Henri Matisse

Who is Henri Matisse? What type of artwork did he produce?

Exploring the artwork of Henri Matisse.

Colour, line and shape.

Using media to create artwork in the style of Henri Matisse – paint and collage.

**Can you spot patterns and colours in God's creation?**

## Computing – Programming

Use algorithms and know that they can be implemented as programs on devices – toys/beebots.

Know what debugging is and find errors in their programs.

Understand that programs execute by following a precise set of instructions.

Create simple programs and further develop their strategies and logical thinking to find bugs and predict outcomes in their algorithms and programs.

Online Safety

## Mathematics

### Number - number and place value

Count in steps of 2, 3, and 5 from 0, and in tens from any number, forward and backward.

Compare and order numbers from 0 up to 100; use  $<$ ,  $>$  and  $=$  signs.

Solve problems involving multiplication and division (including those with remainders), using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

### Measurement

Choose and use appropriate standard units to estimate and measure length/height in any direction (m/cm); mass (kg/g); temperature ( $^{\circ}$ C); capacity and volume (litres/ml) to the nearest appropriate unit, using rulers, scales, thermometers and measuring vessels.

Compare and order lengths, mass, volume/capacity and record the results using  $>$ ,  $<$  and  $=$ .

Recognise and use symbols for pounds (£) and pence (p).

Combine amounts to make a particular value.

### Statistics

Interpret and construct simple pictograms, tally charts, block diagrams and simple tables.

Ask and answer simple questions by counting the number of objects in each category and sorting the categories by quantity.

Ask and answer questions about totalling and comparing categorical data.