

Castles and Monarch

Year 2

Spring 1

Maths

This half term, we will be our fluency and explore reasoning and problem solving activities. Some of the objectives that we will be covering include:

- **Shape** – recognise 2D and 3D shapes, understand the properties of 2D and 3D shapes and understand lines of symmetry.
- **Multiplication & Division** – recalling multiplication and division facts for 2, 5 and 10 and use them to solve simple problems, demonstrating an understanding of commutativity as necessary.

Science

Our topic this term is 'living things and their habitats'
This term we will:

- find out about the different habitats and how animals are suited to them
- explore microhabitats in our environment
- find out about animal diets
- explore food chains
- classifying things as living, dead or never alive

English

Reading – Year 2 will continue with Read, Write Inc Phonics and comprehension.

Writing – This half term, the key text focus will be Rapunzel. Our writing outcomes will include; diaries, wanted posters and poetry.

Our grammar focuses will be: the 4 sentence types, time openers, past and present tense, expanded noun phrases, comparatives and superlatives – as well as revisiting previous taught grammar focuses.

Music

Taught by Rochdale music service.

I Wanna Play In A Band is a rock song written especially for children. In this song you learn about singing and playing together in an ensemble.

As well as learning to sing, play, improvise and compose with this song, children will listen and appraise classic rock songs.

History

In our history lessons, we will be learning:

- That early castles were built as a place of defense
- Features of a castle and their geographical locations
- What a monarch is and who our current monarch is
- How to use sources to find out about monarch; exploring similarities and differences

Computing

This unit develops learners' understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. They will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.

RE

Our topic this half term is – Galilee to Jerusalem. We will learn to know and understand:

- The story of John the Baptist and the Baptism of Jesus
- The miracles of Jesus are signs that he is the Son of God.
- Parables
- Everyone is tempted to make bad choices (sin), but that God loves and forgives all people.
- The importance of saying sorry
- Water as a symbol of a new start